



Dragon

Magic Item Compendium

D&D 3.5 Edition, Dragon Magazine Issues #309-353

Warpike, Dwarven: The dwarven warpike resembles a halberd with a greatly elongated shaft, and a counterweight at the other end. A dwarven warpike has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

If you use a ready action to set a dwarven warpike against a charge, you deal double damage on a successful hit against a charging character.

You can use the hook on the back of a dwarven warpike to make trip attacks. If you are tripped during your own trip attempt, you can drop the dwarven warpike to avoid being tripped. *Author:* Jason Bulmahn, Ari Marmell, et al. *Source:* #331.

Armor

Only a fool ventures out into the wilds or the depths of a dungeon without some form of protection. The new armors presented in this section are drawn from both history and the world of the fantastic.

Retarius: This suit of gladiatorial armor consists of leather and metal protection for only the left arm and shoulder, including a high shoulder guard. *Author:* Dean Poisso. *Source:* #303.

Samnite: Samnite gladiator armor consists of a large crested helmet with a visor, leather or metal bands on the sword arm, and similar bands on the leg of the warrior's shield side. Sometimes the leg armor is replaced with a greave. *Author:* Dean Poisso. *Source:* #303.

Secutor: Secutors gladiator armor includes a rounded helmet, a metal leg guard called an ocrea on its left side, and heavy leather and metal bands on the wearer's sword arm. *Author:* Dean Poisso. *Source:* #303.

Silk Armor: Crafted by highly trained artisans who weave this armor from the silk of monstrous spiders, silk armor is a prized form of protection favored by drow who want to look good without weighing themselves down. Silk armor looks more like a medium-weight jerkin than regular armor, but it is incredibly tough.

Silk armor is naturally accepting of enhancements. Although the enhancement's cost is unaffected, the time it takes to add the enhancement to the armor is reduced by half. In addition, non-masterwork silk armor can be enhanced with magic. *Author:* Eric Cagle. *Source:* #298.



Arboreal Armor

Thracian: This set of gladiator armor includes a large-crested helmet—often topped with the image of a mythological beast—and leg armor for both legs. *Author:* Dean Poisso. *Source:* #303.

Alchemical Items

While magic is the most common source of power for adventurers, the pseudo-science of alchemy has produced such useful tools as the tindertwig and the thunderstone. These new alchemical items fill a variety of roles for adventurers.

Alchemist's Mercy: A fine powder that, when mixed with water or fruit juice and consumed, eliminates the effects of a hangover. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

TABLE 5-2: ARMOR

ARMOR	COST	ARMOR BONUS	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	ARCANE SPELL FAILURE CHANCE	WEIGHT
<i>Light Armor</i>						
Retarius armor	10 gp	+1	+6	–1	5%	5 lb.
Samite armor	10 gp	+1	+8	–1	10%	10 lb.
Secutor armor	40 gp	+3	+3	–2	20%	30 lb.
Silk armor	5,000 gp	+3	+8	–1	5%	15 lb.
Thracian armor	15 gp	+2	+5	–2	10%	15 lb.

Armor Soft: This slippery red oil has a mild corrosive effect on most metals. Although long-term use of armor soft is detrimental to any suit of armor, it provides the short-term benefit of easier movement and less noise. Any suit of metal armor treated with armor soft has its armor check penalty reduced by one. The effects of armor soft last for 1 hour.

Each application of armor soft causes a cumulative 5% chance of the armor failing. The check is made after the duration of the armor soft has expired. Any armor that fails as a result of armor soft's corrosive effect is rendered useless.

Armor soft does not reduce the armor check penalty of nonmetal armor, but the corrosive properties still apply. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Blackwater: A single vial of blackwater rapidly affects a 10-foot cube of water. Any aquatic creature that breathes blackwater must make a DC 10 Constitution check each round or begin to drown. The DC for this check increases by 1 on each round after the first. The creature can also try to "hold its breath" (as a creature going underwater would normally do), using the rules from the *DUNGEON MASTER'S Guide*. Blackwater affects creatures that can breathe water due to a spell or effect, such as *water breathing*, but it has no effect on creatures that can only breathe air. *Author:* Eric Cagle. *Source:* #298.

Catstink: Given the penchant of the powerful to guard their estates with dogs, more than one spy has had to make a quick getaway pursued by a pack of barking canines. A dose of catstink (which is actually an alchemical compound, not the urine or musk of felines) on your trail temporarily confuses the scent ability of any creature. The creature must make a successful DC 15 Survival check to regain the scent of any target it pursued before exposure to the catstink. Catstink does not prevent a creature with scent from using the ability in any other way (such as to detect or pinpoint a hidden creature); it only makes it more difficult for the creature to track by scent alone. *Author:* Eric Cagle & Evan Michael Jackson. *Source:* #316.

Cooling Gel: This cold blue gel can be applied to the skin. It provides fire resistance 1 for 1 hour or heals 1d6 points of fire or heat damage dealt within the last 5 rounds. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Courier's Ink: Courier's ink is a special invisible ink that becomes visible only when

dipped into a revealing solution. The efficient formula for the ink actually produces the revealing solution as a byproduct of the creation process, making the two relatively inexpensive. Courier's ink is common enough that blank pages found among captured documents are routinely dipped in a revealing solution to look for information hidden with the ink. Revealed courier's ink is always red, so most people with sensitive information to hide write or draw on a page first in a differently colored ink. This serves to draw suspicion away from pages treated with the special ink. Once the revealing solution is applied, messages written in courier's ink are permanently visible.

Courier's ink cannot be used to record a spell. Until it is dipped in the revealing solution, courier's ink is invisible. This makes drawing the precise symbols used in magic spells impossible. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Firestone: This small orange stone can be hurled as a grenadelike weapon. When it hits a hard surface, it bursts into a puff of flame that deals 1d6 points of fire damage and ignites any flammable materials within the 5-foot square where it strikes. Fires lit by a firestone burn normally. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Flash Powder: This silky gray powder is a mild explosive. Flash powder burns too quickly to cause more than minor burns even in large quantities. What the powder lacks in explosive force it makes up for in visual effect. Used occasionally in warfare as a diversionary tool, flash powder has become a mainstay of a burglar's equipment. The blinding light it produces often provides enough of a distraction for a skilled rogue to get out of danger. Even a small quantity of the powder burns brightly enough to cause those looking directly at it to take a -5 penalty on Spot checks for the next 5 rounds. The flash also provides enough distraction to allow someone under observation to make a Hide check. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Flashstone: The flashstone is a hard, shiny pellet that glistens in light and glows slightly under both normal vision and darkvision. It is the same size and shape as a sling bullet, and it is used in a sling as often as it is thrown.

When a flashstone strikes a hard surface, it vaporizes instantly, releasing a blast of light (15-foot-diameter burst). Any creature caught in the blast must make a DC 16 Fortitude save or be blinded



Illustrated by Andrew Hou

TABLE 5-3: ALCHEMICAL ITEMS

ITEM	COST
Alchemist's Mercy	1 gp
Armor Soft	50 gp
Blackwater	100 gp
Catstink	250 gp
Cooling Gel	100 gp
Courier's Ink	20 gp
Firestone	50 gp
Flash Powder	20 gp
Flashstone	30 gp
Free Foot	25 gp
Holdfast	50 gp
Ice Crystal	5 gp
Insect Repellent	5 gp
Liquid Ice	30 gp
Night Eyes	25 gp
Powdered Water	5 sp
Shriek Paste	50 gp
Slimebane	15 gp
Slippery Oil	50 gp
Slumberweed	500 gp
Sneezing Powder	60 gp
Softshoe Powder	25 gp
Soupstone	300 gp
Spy button, flash	50 gp
Spy button, smoke	30 gp
Spy button, thundering	40 gp
Stonecloth	100 gp
Tangle Wire	25 gp
Tongueloose	150 gp
Traveler's Solace	50 gp
Truth Wine	75 gp
Vapors of Sleep	50 gp

for 1 round. Once the 1-round blindness has passed, the creature takes a -2 penalty on Search and Spot checks for 1 minute while its eyes recover. *Author:* Eric Cagle. *Source:* #298.

Free Foot: This quick-drying oil makes one 5-foot square exceptionally slippery. Creatures moving through the affected area must make a DC 15 Dexterity check to keep their feet. Trying to stand requires a similar check, as does moving out of the square once footing has been regained. Large or multilegged creatures only suffer the effects of free foot if all of their legs are in the covered area.

Free foot and tangle wire can make a fearsome improvised trap. If either check to move out of the square is failed, the victim cannot move out and is subjected to the effects of both substances again on the following round. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Holdfast: Since the tanglefoot bag's invention, scholars and adventurers alike have looked for more

ways to use the powerful but short-lived adhesive. One of the most successful variations is holdfast, a small bundle of the same adhesive attached to the end of a rope. When the rope is thrown with enough force and accuracy, the bundle breaks, creating a temporary means of securing the rope to the surface it was thrown against. Quieter than a grappling hook and easy to transport, holdfast has become an item of choice for those who must infiltrate a walled structure or cross a dangerous chasm.

To attach the rope to the desired target, the character must make a ranged attack. A holdfast container has a range increment of 10 feet. Armor Class modifiers for size apply. Thus a character trying to hit any point high on a 30-foot wall must try to hit AC 0 (the desired area of the wall is Huge, but Armor Class can go no lower than 0) with a -4 range penalty (three range increments). A character who wants to hit a spot within 1 foot below a 2-foot-wide window high on a 40-foot wall would have to hit AC 2 (+2 size modifier to AC because the desired target area is Tiny) with a -6 range penalty. Any missed attack has a 50% chance of causing the holdfast bundle to break against another surface (use the rules for the deviation of grenadelike weapons to determine where the holdfast struck on such a failed throw). One bag of holdfast can support 200 pounds until the adhesive loses its effectiveness. Holdfast lasts 1d4+3 rounds before becoming too weak to hold the rope in place. Creatures struck by holdfast can pull off the sticky bag with a successful DC 27 Strength check. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Ice Crystal: When immersed in liquid, this small piece of rock crystal becomes as cold as a piece of ice and remains that way until it is removed from the liquid, whereupon it reverts to its normal temperature. Ice crystals are used to cool liquids in laboratories and keep drinks cold. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Insect Repellent: This strong-smelling liquid can be applied to the skin to repel insects. It keeps Tiny or smaller insects at bay for 4 hours per application. Larger insects and those under the control of a spell must make a DC 12 Will save to approach a protected character. This benefit is lost if the character attacks the insect. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Liquid Ice: This viscous liquid becomes extremely cold when exposed to air. A vial of liquid ice can freeze the surface of a 10-foot-square area of water or smother a like area of fire. Used as a grenadelike weapon, a vial of liquid ice deals 1d6 points of cold damage on a direct hit and 1 point of splash damage. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Night Eyes: This thick grease, when applied to the naked eye, grants temporary low-light vision. The

grease takes one full-round action to apply and lasts for 10 minutes. Torches and other faint light sources provide light normally for a character, but any source of bright light (like sunlight or the *daylight* spell) causes the night eyes user to take a -1 penalty on attack rolls. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Powdered Water: This fine white powder sparkles faintly. An ounce, mixed with a single drop of water, becomes a gallon of drinkable water. The powder is usually put in a vessel that can contain the full gallon of water before the drop of activating liquid is added. The vessel is then shaken to agitate the mixture. It takes a full round for the gallon of water to form.

The powder must be kept in a watertight container to remain effective, but it is an easy way to transport large amounts of water over great distances. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Shriek Paste: The shrieker, a common fungus found in the bowels of the Underdark, is sometimes cultivated by drow societies, creating a first line of defense against intrusion around their cities. In addition, drow alchemists harvest the fungus and render it down to a base substance capable of reproducing the shrieker's howl.

Shriek paste is an oily, smelly substance with a slightly purplish color. When smeared on a surface, it retains the same consistency almost indefinitely. When the paste is exposed to a light source equivalent to torchlight or greater, it rapidly crystallizes. During this process, the paste emits a high-pitched screeching noise, making it a useful signaling device. The shriek is loud and easy to hear (Listen DC -10) This sound lasts for 1 round before the paste dries up entirely and is rendered inert. *Author:* Eric Cagle. *Source:* #298.

Slimebane: This concoction breaks down oozes of all types (see the *Monster Manual*). When used as a grenadelike ranged weapon, it deals 1d6 points of damage on a successful hit and 1 point of splash damage. On the round following a direct hit, the ooze must make a DC 15 Fortitude save or take an additional 1d6 points of damage. Slimebane does not affect creatures not of the ooze type. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Slippery Oil: This oil provides a +5 bonus on Escape Artist checks for up to 1 hour or until removed with an alcohol-based liquid. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Slumberweed: When dried, ground to a powder, and inhaled or ingested, the leaves of this plant induce a sleeplike state resembling death for 8 hours. Sometimes spies pack a dose of slumberweed into specially made necklaces with holes on either end that can act as an impromptu blowgun (usable only for delivering the powdery toxin). At other times, slumberweed is ingested

by the spy himself, for the purpose of feigning death. A successful DC 12 Fortitude save negates the sleep. *Author:* Eric Cagle & Evan Michael Jackson. *Source:* #316.

Sneezing Powder: This fine powder can be thrown as a grenadelike weapon. On a direct hit, the target must make a DC 12 Fort save or take a -1 penalty on all attack rolls, saving throws, ability checks, and skill checks for 1d4 rounds because of sneezing and watery eyes. Creatures immune to gases or poisons are immune to sneezing powder. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Softshoe Powder: Rubbing this powder on feet or footwear makes moving silently easier. Applying softshoe powder provides a +2 competence bonus on Move Silently checks. Unless all of a creature's feet or footwear are treated, there is no benefit from the powder. The effects of the powder last for 10 minutes after its application. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Soupstone: When dropped into a container of water, this small smooth stone turns the water into a hot, nourishing broth of a flavor chosen when the stone is made. A soupstone can transform up to 10 gallons of water before it becomes inert. It has no effect on water-based creatures like water elementals. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Spy Button: Several versions of these specially designed buttons exist. They can be fancy or plain and are made to blend in with the clothing they are sewn on. To use a spy button, the wearer must rip it free from the article of clothing to which it is attached as a free action and throw it against a hard surface. The most common types of spy buttons are as follows.

Flash: This button creates a brilliant burst of light on impact. If a flash button detonates within 5 feet (1 square) of a creature, that creature must make a DC 15 Fortitude save or be dazzled for 1d3 rounds. Sightless creatures are not affected.

Smoke: This button produces a cloud of impenetrable black smoke that fills a 10-foot cube. It dissipates in 2 rounds, or a single round if affected by moderate or stronger winds.

Thundering: This button mimics the effect of a thunderstone (*Player's Handbook*, page 129). *Author:* Eric Cagle & Evan Michael Jackson. *Source:* #316.

Stoncloth: This heavy, gray cloth is woven from special mineral fibers. Making it requires the Craft (tailoring) skill in addition to the Craft (alchemy) skill. The fire-retardant cloth does not catch fire unless exposed to flame for more than a minute. Thus, someone wearing stoncloth takes the initial damage from a fire attack, but does not catch fire and take burning damage on later rounds. *Author:* Jesse Decker and Stephen Kenson. *Source:* #280.

Tangle Wire: Tangle wire, a thin spiked wire coated with a less-adhesive, longer-lasting form of the

substance found in tanglefoot bags, is made in strands of up to 10 feet long. The adhesive makes tangle wire hard to transport and handle, but easy to string across a narrow opening and doubly effective against those who encounter it. Tangle wire comes wrapped in a tight bundle, and once unwound, it cannot be rewound and stored for later use.

To avoid tangle wire, a character must make a successful DC 15 Spot check. A character who fails this Spot check is caught by the tangle wire and takes 1d2 points of damage per round unless he remains completely immobile and cannot move out of the square containing the wire until freed of its grip. Anyone caught by a tangle wire can make a DC 20 Escape Artist check to escape or a DC 15 Strength check to pull away. A caught creature with a slashing weapon can free himself as a full-round action. As long as the creature is willing to take the damage from the wire he can act normally while caught. *Author: Jesse Decker and Stephen Kenson. Source: #280.*

Tongueloose: When ingested—usually dissolved in a drink or sprinkled over a meal—a vial of this powder induces a lethargic state for 1d3 hours, during which the subject is highly susceptible to suggestion. A successful DC 14 Fortitude save negates this effect. Anyone interacting with someone who has failed the save against a dose of tongueloose receives a +4 circumstance bonus on Bluff, Diplomacy, and Intimidate checks against that person. *Author: Eric Cagle & Evan Michael Jackson. Source: #316.*

Traveler's Solace: This fiery, unpleasant liquid allows the user to temporarily circumvent the effects of fatigue and exhaustion for a short time. Fatigued or exhausted characters who drink a vial of traveler's solace can run and charge normally. Fatigued characters under the effects of traveler's solace take no penalties to their Strength or Dexterity. Exhausted characters take a -4 penalty to both ability scores (instead of the usual -6 penalty). The beneficial effects of traveler's solace last for 1d4 hours, but the aftereffects last much longer. Exhausted characters who use traveler's solace to lessen the effects of exhaustion require a full 8 hours of rest before they become fatigued. Fatigued characters who use traveler's solace require at least 8 hours of bed rest before they become fully rested. A vial of traveler's solace has no effect if another has been taken within the past 8 hours. *Author: Jesse Decker and Stephen Kenson. Source: #280.*

Truth Wine: This sweet white wine of elven origin loosens the tongue more effectively than other alcohol-based drinks. In addition to suffering the wine's normal intoxicating effects, a character who drinks truth wine must make a DC 15 Will save to tell a lie. The wine's effects are short-lived, lasting only 10 rounds -1 round per point of the drinker's Constitution bonus. (For example, a character with a +2 Constitution bonus would suffer truth wine's effects for 8 rounds.)

Creatures must drink at least 1 glass (8 oz.) of truth wine to suffer its effects.

Elves are unaffected by truth wine. *Author: Jesse Decker and Stephen Kenson. Source: #280.*

Vapors of Sleep: When applied to a cloth and held over the nose and mouth (or other breathing orifices), this liquid forces the target to make a DC 13 Fortitude save or fall asleep, as if affected by a *sleep* spell, for 1d4 hours. The attacker must successfully grapple the target in order to use the vapors of sleep on her. A vial of the liquid can also be thrown as a grenadelike weapon. It does not cause the target creature to fall asleep, but the creature must make a DC 13 Fortitude save on a direct hit or take a -1 penalty on all actions for 1d4 rounds due to drowsiness and disorientation. *Author: Jesse Decker and Stephen Kenson. Source: #280.*

Magic Items

This section presents a variety of new magic items. It is arranged in the same order as the *DUNGEON MASTER'S Guide*, although rods and staves are combined into one table and section.

TABLE 5-4: SPECIFIC ARMORS

ARMOR	PRICE
<i>Drachensgaard</i>	11,000 gp
<i>Arboreal armor</i>	16,000 gp
<i>Humillianthir</i>	21,000 gp
<i>Praesidium Luminata</i>	24,000 gp
<i>Hellshield</i>	25,000 gp
<i>Truedeath</i>	26,000 gp
<i>Shield of obstruction</i>	27,403 gp
<i>Armor of the long journey</i>	39,650 gp
<i>Spellcease</i>	40,000 gp
<i>Breastplate of righteous endeavors</i>	61,600 gp

SPECIFIC ARMORS

The following specific suits of armor usually are preconstructed with exactly the qualities described here.

Arboreal Armor: Druids created *arboreal armor* for their ranger allies so they might better defend the wilds against despoilers.

Arboreal armor appears as plates of bark held together by vines and covered with patches of moss. The armor has an earthy smell, and it is favored by wood elves, who find it especially suited to their naturalistic taste.

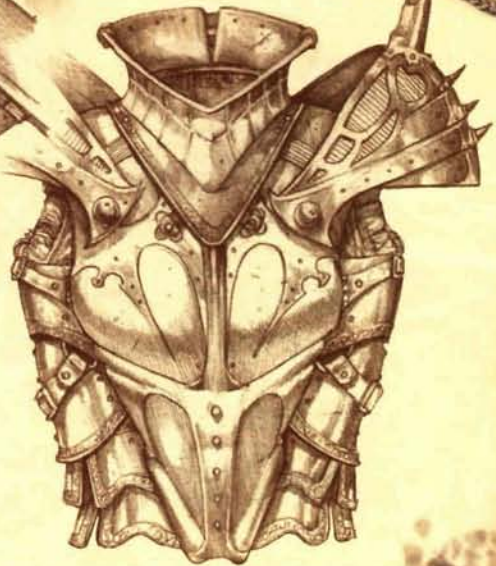
Arboreal armor functions as a set of +2 *leather armor*. Its appearance gives the wearer a +4 bonus on Hide checks made in forested settings. The armor automatically regenerates damage dealt to it at the rate of 1 hit point per hour. The wearer can cast *entangle* three times per day, and the armor itself



Hellshield Armor



Truedeath Armor



Drachensgaard Armor

casts *goodberry* every morning at dawn, growing five berries from its own form.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *entangle*, *goodberry*; Price 16,000 gp; Weight 15 lb. Author: Kieran Turley. Source: #326.

Armor of the Long Journey: A suit of armor of the long journey is made from a mundane-looking steel alloy bearing no special marks or runes. While the armor appears bulky, a closer inspection reveals that it is actually as light as a chain shirt.

Armor of the long journey protects its wearer as a suit of +2 full plate armor of cold resistance. The suit, however, is so light that its owner can move at his normal base land speed rather than the reduced land speed caused by normal full plate. The *armor of the long journey* also aids its wearer in carrying great loads. While wearing this armor, the owner treats all medium loads as light loads, and all heavy loads as medium loads. Furthermore, the wearer of *armor of the long journey* never suffers from the effects of fatigue caused by traveling. Combat and other conditions (such as swimming, raging, and certain spells) fatigue the wearer normally.

Moderate abjuration; CL 6th; Craft Magic Arms and Armor, *bear's endurance*, *resist energy*; Price 39,650 gp; Weight 25 lb. Author: Richard Farrese. Source: #328.

Breastplate of Righteous Endeavors: Legend has it that the *breastplate of righteous endeavors* was forged in the bowels of the earth by a dwarven metalworker, Furg Ironbrow. It is said that Heironeous himself visited the old smith and warned him that an ancient evil would arise from the heart of the abandoned dark elf city of Liznobarrev. Heironeous granted Ironbrow an oil from another realm of existence, blessed the dwarf with an unceasing vitality, and

removed his need for rest. Heironeous instructed Ironbrow to forge as many breastplates as he could within a three-month period, anoint the armor with the ethereal-based oil, and sprinkle each chest plate with the blood of seven specific dwarves whose piety impressed him greatly.

When the foretold day of evil arrived, the dwarves were ready. As hordes of drow vampires surrounded the underground dwarven complex, legions of its bravest soldiers teleported into their midst. It was the *breastplate of righteous endeavors* that won the battle, a feat that history has not forgotten.

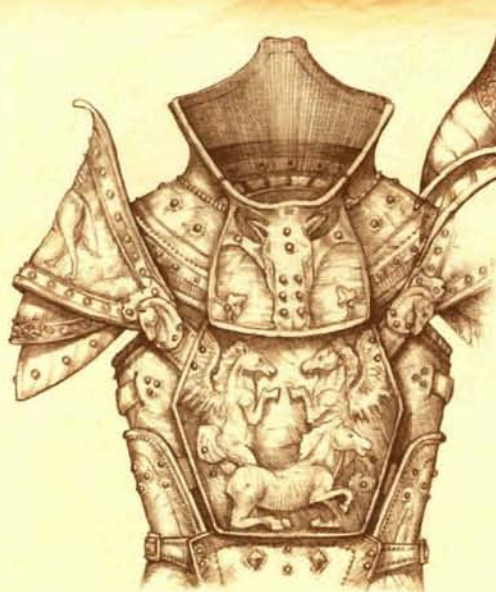
Each *breastplate of righteous endeavors* is a +3 breastplate. All are marked with Heironeous's holy symbol—a large white hand gripping a surging lightning bolt. Only lawful good characters can use the breastplate's other powers; to all others it functions simply as a +3 breastplate.

For lawful good characters, the armor absorbs the first 10 points of damage per round due to damage from negative energy the wearer would normally take (similar to the *resist energy* spell). In addition, the wearer can use the armor to cast *bless*, *invisibility to undead*, and *protection from evil* three times per day, and *holy smite* once per day as a 10th-level caster.

Moderate evocation; CL 10th level; Craft Magic Arms and Armor, *bless*, *holy smite*, *invisibility to undead*, *protection from evil*, *resist elements*, creator must be lawful good; Price 61,600 gp; Weight 30 lb. Author: Joseph R. Terrazzino. Source: #288.

Drachensgaard: *Drachensgaard* has often been worn by paladins who devoted their lives to the destruction of evil dragons. It was created by the wizard Thurgas "Dragon doom" Dorn for his companion and fellow dragonslayer, Justinian Graevis. Since Justinian's death

Illustrated by Arnie Swekel



Hulillianthir Armor



Spellcase Armor



Praesidium Illuminata Armor

at the claws of an ancient red dragon, *Drachensgaard* has been passed down to various paladins of his order, but the armor works perfectly well for any paladin.

Drachensgaard is a suit of +1 *full plate* enhanced to provide the following additional powers to paladins:

- A +2 resistance bonus against dragons' breath weapons that allow a Reflex save.
- Allows the wearer to understand and speak Draconic while worn.
- When the wearer utters a command word, crampons project from the boots of the armor to aid the wearer in climbing the rocky cliffs and icy mountains where many dragons lair. The magic crampons grant the paladin a +2 competence bonus on his Climb skill checks.

Moderate divination; CL 6th; Craft Magic Arms and Armor, *endure elements, tongues*; Price 11,000; Weight 50 lb. Author: Johnathan M. Richards. Source: #275.

Hellshield: *Hellshield* was crafted by the wizard Armadane for the paladin Cornelius Borugon, a devout follower of Heironeous who dedicated his life to the destruction of fiends. Cornelius was slain by the blade of a beautiful assassin in the service of a demon lord; while he readily saw the evils of the demonic and diabolic races he often turned a blind eye to the evil members of his own race.

Hellshield is a suit of +3 *full plate* crafted to allow a paladin to bring the war against fiends to their home ground.

Hellshield provides its wearer with the ability to exist unharmed in extreme environments. A paladin so outfitted is granted fire and cold resistance 25.

The wearer gains a +4 insight bonus on Sense Motive checks versus evil outsiders. This power allows the paladin to better ignore the glib lies, silken seductions,

and false promises of the evil creatures he has been sent to destroy.

Moderate abjuration; CL 9th; Craft Magic Arms and Armor, *detect thoughts, protection from energy*; Price 25,000; Weight 50 lb. Author: Johnathan M. Richards. Source: #275.

Humillianthir: Because of the strong ties between a paladin and his bonded mount, a special type of armor was developed for both. Collectively known as *Humillianthir* ("The Armor-Bond between Horse and Master" in Elven), it consists of a suit of armor for the paladin and a set of barding for the mount. The barding has a saddle built into its design. Both pieces were created at the same time by the elven sorceress Aelleanna for her brother, the paladin Caldeth, and his warhorse, Silverhooves.

Humillianthir is a suit of +3 *leather armor* for the rider and +3 *leather barding* for the mount. Once a paladin equips his special mount with this barding, it appears on the mount whenever he summons it.

As a move action the paladin can *greater teleport* onto his mount with the following restrictions:

- The paladin must be within 500 feet of his mount.
- The teleportation occurs only if both horse and rider are wearing their armor.
- The mount cannot be carrying someone else in the saddle.

The *greater teleport* power functions only for a paladin and his special mount, but a normal mount or nonpaladin can still gain the benefit of the armor's protection.

If either the paladin's armor or the mount's barding is destroyed, the remaining half of the set loses its *greater teleport* power (although it still functions as +3 *leather armor* or +3 *leather barding*). Damaged or

destroyed *Humillianthir* armor or barding cannot be replaced with a new complimentary piece; a completely new set of both barding and armor must be fashioned.

Because of its light weight, *Humillianthir* can be placed upon any Large aerial steed such as a pegasus, griffon, or hippogriff.

Strong conjuration; CL 13th; Craft Magic Arms and Armor, *greater teleport*; Price 21,000; Weight 15 lb. Author: Johnathan M. Richards. Source: #275.

Praesidium Luminata: The *Praesidium Luminata* was crafted by the wizard Bombulio for the paladin Shiorinna Ravenstorm after she saved his life and his tower from a magical assault by the forces of Hextor.

This suit of +1 *full plate* glows with a holy light when worn by a paladin. This light is a manifestation of the purity and goodness inherent in the paladin and her deity. It provides illumination as bright as daylight within a 30-foot radius and has the following additional magical effects:

- All good-aligned creatures within 30 feet of the paladin gain a +1 morale bonus on their attack rolls.
- All evil-aligned beings within 30 feet of the paladin take a –1 penalty on their attack rolls.
- Creatures with the light sensitivity special quality suffer the drawbacks of that ability while within the radius of illumination.
- The light reveals all invisible creatures within 30 feet of the paladin. Such creatures become visible to anyone, not just the paladin.
- The light reveals all forms of magical shapeshifting by superimposing an image, visible to anyone, of the shapeshifting creature's original form over its current guise. While the creature is within 30 feet of the paladin both its original and current form are visible in a kind of double image. This double image vanishes once the creature attacks or is attacked by someone within the light's range. Note that the power of the armor's light does not force a physical change in the shapeshifter; it merely allows everyone to see the creature as it really is. Furthermore, as soon as the creature exits the radius of illumination, the image of it's original form vanishes.

In addition, the armor is easier to don. By placing the helm upon her head and invoking the name of Heironeous while mentally willing the action, the paladin can teleport the rest of *Praesidium Luminata* onto her body as a free action. The teleporting power can only be used if the armor is within 10 feet of the paladin. Summoning the armor is a standard action.

A non-paladin wearing *Praesidium Luminata* cannot activate any of its magical powers, although the armor still functions as +1 *full plate*.

TABLE 5-5: SPECIFIC WEAPONS

SPECIFIC WEAPON	COST
<i>Bolt of discord</i>	3,250 gp
<i>Quiet dagger, apprentice</i>	10,800 gp
<i>Staff of the crushing breeze</i>	18,000 gp
<i>Quiet dagger, journeyman</i>	25,300 gp
<i>Hand of the creator</i>	48,502 gp
<i>Thornblade</i>	56,450 gp
<i>Quiet dagger, master</i>	59,300 gp
<i>Sai of the hornet</i>	72,300 gp
<i>Eagles' cry bow</i>	73,800 gp
<i>Barthon's delving doves</i>	78,000 gp
<i>Deitus daggers</i>	88,302 gp
<i>Lash of torment</i>	98,325 gp
<i>Heart tracker</i>	110,500 gp
<i>Quarterstaff of law</i>	278,300 gp

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *bless*, *daylight*, *greater teleport*, *prayer*, *true seeing*; Price 24,000; Weight 50 lb. Author: Johnathan M. Richards. Source: #275.

Shield of Obstruction: The elven war masters of ancient times commissioned a number of magic arms and vestments forged by the greatest smiths of the era. The generals who led the great elven hosts used these weapons and armors to reward their loyal commanders as well as their most valiant warriors. Today, few of these items remain; the hardy *shield of obstruction* is one of them.

Shields of obstruction are most commonly shaped into the form of pointed-edged leaves. Along with countless battle scars, each is covered with intricate carvings of vines that bristle with protruding thorns. This tangled motif often circles the ancient insignia of the elven house the shield's original owner served.

A *shield of obstruction* is a *spiked +3 light wooden shield* that can grow a *wall of thorns*, as per the spell, once per day. This wall of thorns is 90 feet long and 10 feet thick and lasts 90 minutes. It must be created in a straight line and is not shapeable by the wielder.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *wall of thorns*; Price 27,403 gp; Weight 5 lb. Author: Richard Farrese. Source: #328.

Spellcease: This armor is an invaluable tool in the fight against evil spellcasters. *Spellcease* was created by Volifume Phormeidul, a wizard long associated with various paladin orders. Mounted into the chestpiece of the armor in a "V" pattern are five ellipsoid gemstones. Each gem is a deep purple and glows with an internal power of its own.

Spellcease is a suit of +1 *full plate* that automatically absorbs (1d4+2) × 10 spell levels of spells with the evil descriptor or from the school of necromancy.

When the armor absorbs its full limit of spell levels, the five stones burn out and the armor is unable to

absorb further evil magic (although it remains +1 *full plate*). Volifume was able to “recharge” the *spellcease* armor by replacing the stones—unfortunately, that process was lost when the wizard died. If he left any notes detailing the process they have yet to be found.

A paladin wearing *spellcease* can cast *holy sword* once per day.

Strong abjuration; CL 13th; Craft Magic arms and Armor, Craft Wondrous Item, *greater spell immunity*, *holy sword*, creator must be 15th-level paladin; Price 40,000; Weight 50 lb. Author: Johnathan M. Richards. Source: #275.

Truedeath: This armor was designed for Sir Michael Pellingrove of Battlebarrow—a paladin dedicated to the destruction of all forms of undead—by the wizard Vhandal Deathsbane, who shared his calling.

The name *truedeath* refers to laying to rest of the tortured souls that have become undead, many against their will. Sir Michael Pellingrove had compassion for those unfortunates who had entered such a state unwillingly. For those like the lich—who meticulously planned and orchestrated their own undeath—he had nothing but the edge of his blade and the burning power of his god’s fury.

A set of +1 *full plate*, *truedeath* has the symbol of Sir Michael’s order sculpted on the chest plate. When worn, the armor’s symbol glows in the presence of undead, alerting the paladin when such a creature is within 60 feet. The paladin can use the symbol to aid his turn undead checks. A paladin using this power turns undead as a cleric of two levels lower instead of the normal three.

Truedeath was magically bonded to a font of holy water at Sir Michael’s church. As long as the font remains filled, any corporeal undead creature coming in contact with the magic armor is affected as if doused with holy water: The undead creature takes 2d4 points of damage. When this occurs, the holy water in the font at the church boils and bubbles. After 1d4+4 such uses, the holy water must be replenished in the font or this power stops functioning and remains dormant until the font is refilled.

The wearer of *truedeath* is immune to magical aging effects from undead attacks.

Because each of the various paladin orders have different symbols, *truedeath* is fully useful only to a member of the order for which it was made. The undead detection ability works only for an active believer of the order’s faith, so a cleric from the same faith can wear it and use all of the armor’s benefits (including turning at one level higher than normal), but a fighter from another faith (even a different lawful good religion) or a paladin of a different deity gains only the protection from the magical aging powers of undead and the caustic holy water effect for as long as the font stays filled. The DM

should determine the specific paladin order to which the armor belongs.

Faint divination; CL 5th; Craft Magic Arms and Armor, *bless water*, *detect undead*; Price 26,000; Weight 50 lb. Author: Johnathan M. Richards. Source: #275.

TABLE 5–6: WEAPON SPECIAL ABILITY

SPECIAL ABILITY	COST
Suppressing	+5

WEAPON SPECIAL ABILITY

Most magic weapons only have enhancement bonuses. Such items can also have the following special ability. A weapon with a special ability must have at least a +1 enhancement bonus.

Suppressing: A creature damaged by a suppressing weapon must make a DC 22 Will save or lose the benefits of its spell resistance for 1 round. The target’s spell resistance returns to normal on the following round.

Strong abjuration; CL 15th; Craft Magic Arms and Armor, *antimagic field*; Price +5 bonus. Author: Chris Thomasson. Source: #306.

SPECIFIC WEAPONS

The following specific weapons usually are preconstructed with exactly the qualities described here.

Barthon’s Delving Doves: Each *delving dove* is a +2 *undead bane arrow*. In addition, a *delving dove* is exceptionally good at hitting foes behind cover. When fired at a foe behind cover, a *delving dove* grants an additional +2 bonus on that ranged attack roll. A creature damaged by a *delving dove* must make a DC 15 Will save or lose its resistances to cold and electricity for 2d4 rounds. Creatures immune to cold and electricity are not affected.

Unlike most magic ammunition, a *delving dove* is not destroyed after hitting or missing its target. Instead, it appears to transform into a dove and flies back to its owner’s quiver or hand to be usable on the following round.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *summon monster I*, *telekinesis*; Price 78,000 gp; Cost 39,000 gp + 3,120 XP; Weight —. Author: Joseph R. Terrazzino. Source: #288.

Bolt of Discord: Delighting in sowing chaos among their enemies, the drow have created weapons that disrupt and confuse, thereby prolonging the conflict. A *bolt of discord* is a +1 *crossbow bolt* covered in bizarre sigils that seem to move on their own accord. Upon impact, the bolt releases a *confusion* spell with a 15-foot radius, as if cast by a 13th-level wizard (DC 16 Will save negates). In addition, if a creature is directly struck by the *bolt of discord* it is affected by an *insanity* spell as if cast by a 13th-level wizard (DC 20 Will save negates).

Strong enchantment; CL 13th; Craft Magic Arms and Armor, *confusion*, *insanity*; Price 3250 gp; Cost 1625 gp + 130 XP; Weight —. Author: Eric Cagle. Source: #298.

Deitus Daggers: Each *deitus dagger* is a +2 *holy dagger* that on command can be used to cast *righteous might* and *searing light* once each per day. These spells are cast as though by a 10th-level caster.

A *deitus dagger* can end the control a master vampire has over its spawn and other vampires. When a vampire is struck by a *deitus dagger* its master vampire must make a DC 15 Will save. Failure indicates that the master vampire has lost control of its slave, which is now free to act as it wills. The master vampire can never regain the control it once had.

Whenever a successful attack against a vampire or vampire spawn made with a *deitus dagger* comes up as a natural 19 or 20 the vampire or vampire spawn must make a DC 20 Will save or be destroyed.

Strong transmutation; CL 17th; Craft Magic Arms and Armor, *holy smite*, *protection from evil*, *righteous might*, *searing light*, creator must be good; Price 88,302 gp; Weight 1 lb. Author: Joseph R. Terrazzino. Source: #288.

Eagles' Cry Bow: Powerful creations of Corellon Larethian and sacred relics of the elven people, *eagles' cry bows* are potent weapons. Their power as a symbol to elves exceeds their worth on the battlefield. Elves dutifully protect the secrets of creating *eagles' cry bows*, and they ruthlessly hunt down any non-elf who steals one. If a non-elf comes into possession of one through honorable means, the hunters deal with the erstwhile owner in a more diplomatic manner. Elves grimly but earnestly spread the rumor that a thief might find a quicker and less painful death at the claws of an angry dragon than from elves hunting for a stolen *eagles' cry bow*.

A work of art, an *eagles' cry bow* is covered in beautiful woodcarvings depicting scenes from elven history. A mithral bowtip caps each arm of the bow, while rich leather covers its grip, and two eagle feathers are interwoven with the string and tied in place with fine mithril wire.

An *eagles' cry bow* is a +5 *composite longbow* (+4 Strength bonus) with double the range increment of a normal

composite longbow (220 feet) and a maximum range of twenty range increments (each range increment beyond the first still incurs the normal -2 penalty). Whenever a user fires an *eagles' cry bow* it lets out a cry similar to that of an eagle, thus giving the bow its name. All elves within 30 feet of the bow who can hear it are affected as if by a 15th-level bard's *inspire courage* ability (granting a +3 morale bonus on saving throws against charm and fear effects and on attack and weapon damage rolls) for that round and for the following 5 rounds.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *Far Shot*, *true strike*, creator must be an elf; Price 73,800 gp; Weight 3 lb. Author: Kieran Turley. Source: #326.

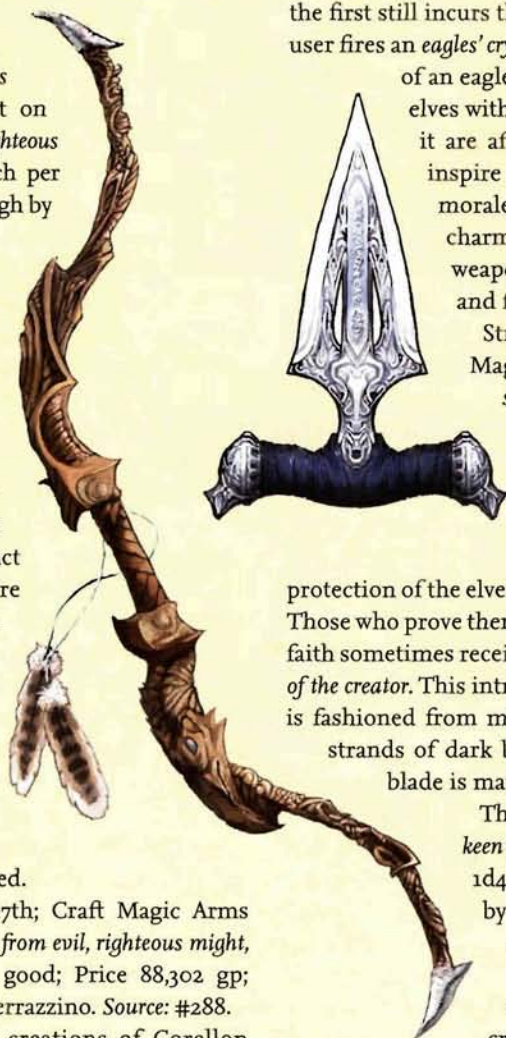
Hand of the Creator: Clerics of Corellon Larethian dedicate their lives to the protection of the elven people and their ancient culture. Those who prove themselves worthy champions of their faith sometimes receive a special blade dubbed the *hand of the creator*. This intricately designed punching dagger is fashioned from mithral. Its handle is covered with strands of dark blue leather strips, and its silvery blade is marked with tiny elven runes.

The *hand of the creator* works as a +1 *keen punching dagger* that deals an extra 1d4 points of damage when wielded by an elf or half-elf. When used by a character with elven blood, the *hand of the creator* bestows the Curse of the Creator on any creature without elven blood it

strikes. The non-elf foe can make a DC 14 Will save to resist the curse. The Curse of the Creator surrounds the creature in a permanent *faerie fire* effect and causes the target to be permanently shaken. (A shaken creature takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.) The *hand of the creator's* wielder can remove the curse as a standard action. The spells *break enchantment*, *limited wish*, *miracle*, *remove curse*, and *wish* can also remove the curse.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *bestow curse*, *faerie fire*, *keen edge*, creator must be elf or half-elf; Price 48,502 gp; Weight 1/2 lb. Author: Richard Farrese. Source: #328.

Heart Tracker: The original *heart tracker* was crafted by the Iron Leaf, a clan of druids fighting to regain control of Malteth Wood, a forest invaded by a vampire lord and his minions. After its usefulness was proven, the druids crafted many more and allied themselves with a nearby community of wood elves who carried *heart trackers* into battle with taunting smiles and proud declarations of



Illustrated by (left) Cara Milton, (right) Niklas Janssen

vengeance. The vampire lord Virmiklar and his kin were all but extinguished. Virmiklar alone escaped, vowing to return.

In years following the incident in Malteth Wood, the *heart trackers* lost their appeal and were forgotten, for there were no more vampires to fight. The wood elves migrated elsewhere, and it is believed they took many of the weapons with them. Legend has it that Lord Virmiklar's agents slowly recovered the troublesome *heart trackers* and destroyed all but a few. Some sages wonder whether this is why the dread vampire has returned today.

Each *heart tracker* is a +1 repeating crossbow of speed. Intelligent undead damaged by a bolt fired from the *heart tracker* must make a DC 15 Will save or be held immobile, as per *halt undead*. Non-intelligent undead receive no save and are automatically held immobile.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *halt undead*, *haste*; Price 110,550 gp; Weight 4 lb. Author: Joseph R. Terrazzino. Source: #288.

Lash of Torment: This whip is embedded with cruel spikes of iron and glass, effectively making it a whip-dagger. (Whip daggers are exotic weapons that cost 25 gp, deal 1d6 points of slashing damage [1d4 Small], score a critical on a 19–20, and weigh 3 pounds. They are identical to whips in all other respects.) It is usually found in the possession of drow slavers or torturers. In the hands of a non-drow, the *lash of torment* acts merely as a +1 whip dagger. In addition, every time a non-drow wielder misses on an attack roll, the *lash of torment* curls back and strikes the wielder. This curse has been placed on the weapon to prevent slaves from taking it up against their masters. Some drow slavers leave the *lash of torment* in a place where a slave can find it, watching with delight as the slave suffers the consequences of a missed strike.

In the hands of a drow, the *lash of torment* functions as a +3 wounding whip dagger. On a critical hit, the *lash of torment* also causes tremendous agony. The victim suffers wracking pains, resulting in a –2 penalty to Dexterity and a –4 penalty on all attack rolls, skill checks, and ability checks. A DC 18 Fortitude save negates this effect. Both effects last 1d10 minutes, and any additional hits from a *lash of torment* during this time have no further effect on the victim beyond the normal damage dealt.

Strong evocation; CL 15th; Craft Magic Arms and Armor, *Mordenkainen's sword*, *symbol*; Price 98,325; Weight 3 lb. Author: Eric Cagle. Source: #298.

Quarterstaff of Law: This +2 lawful suppressing quarterstaff is designed specifically for use by the most powerful githzerai monks against the slaadi of Limbo



and foes who attempt to invade their homes. While wielding the weapon, the user of a *quarterstaff of law* can cast *order's wrath* once per day and *detect chaos* at will. Suppressing is a new item quality described on page 124.

Strong abjuration; CL 18th; Craft Magic Arms and Armor, *antimagic field*, *detect chaos*, *order's wrath*, creator must be lawful; Price 278,300 gp; Weight 4 lb. Author: Chris Thomasson. Source: #306.

Quiet Dagger: Quiet daggers come in three forms: apprentice, journeyman, and master. An apprentice acquires his dagger when he takes his first level in the assassin prestige class. He reaches the rank of journeyman at 5th level and master at 9th.

An apprentice's quiet dagger is a +1 dagger that grants its wielder a +5 competence bonus on Move Silently checks when held.

A journeyman's quiet dagger is a +2 dagger that grants it wielder a +5 competence bonus on Move Silently checks when held. It also functions as a lesser silent metamagic rod.

A master's quiet dagger is a +3 dagger that grants its wielder a +5 competence bonus on Move Silently checks when held, functions as a lesser silent metamagic rod, and grants its wielder SR 14.

Faint or moderate illusion; CL 3rd (apprentice), CL 6th (journeyman), CL 9th (master); Craft Magic Arms and Armor, *dispel magic* (master dagger only), *silence*; Price 10,800 gp (apprentice), 25,300 gp (journeyman), 59,300 gp (master); Weight 1 lb. Author: Oliver Diaz and Robert J. Hahn. Source: #330.

Sai of the Hornet: Created for an order of monk assassins dedicated to the destruction of all arcane spellcasters, these magic weapons can make their own unremitting assaults. It is said that countless spellcasters and supernatural creatures have fallen to the twirling blades of these animate weapons.

This finely wrought steel weapon is a +1 dancing returning sai. However, the wielder of a *sai of the hornet* can loose it to attack on its own. A *sai of the hornet* functions as a dancing weapon except that it can also make ranged attacks as though thrown by its wielder, attacking any foe within 50 feet and taking penalties for range normally. After commanded to attack a distant foe, it returns to its owner per the returning property and it continues to dance if dancing duration remains.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *shield* or *shield of faith*, *telekinesis*; Price 72,300 gp; Weight 1 lb. Author: Keith Strohm. Source: #325.

Staff of the Crushing Breeze: A staff of the crushing breeze is the weapon of a warrior-philosopher. These sturdy shoots of evergreen bamboo are ornately etched with depictions of serene glades, lakes, and mountains, as well as symbols meant to inspire peace. However, in

stark contrast, the glistening metal of countless chains covers much of their carved surfaces. While the silvery chains hide much of the staff's masterfully crafted surfaces, they protect the etchings from coming to harm when used in battle.

Composed of a length of bamboo wrapped in a thin mesh of mithral chains, the *staff of the crushing breeze* is a +2 quarterstaff that grants its wielder access to the Improved Trip feat, even if she does not meet the prerequisites.

Moderate evocation; CL 6th; Craft Magic Arms and Armor, *gust of wind*; Price 18,000 gp; Weight 4 lb. Author: Keith Strohm. Source: #325.

Thornblade: Nature deities and powerful sylvan creatures grant these potent weapons to great protectors of nature. Many good and neutral fey view the possession of a *thornblade* as evidence of skill and trustworthiness. A *thornblade* bonds with its owner, and should its owner not touch the weapon for 30 days, it withers away to nothing, effectively destroying itself. A *thornblade's* owner can grant the sword as a gift to another creature, making that creature the weapon's new owner. Most owners of a *thornblade* are careful to announce an heir for the sword while they yet live. Those who don't make their wishes known are usually buried with their weapons, which never again allow other creatures to claim them, causing them to wither away if stolen from their owners' graves.

A *thornblade* appears in its sheath as a simple scimitar with a leather-bound hilt. When drawn, a number of barbed rosebush-like thorns instantly spring from the flat of its emerald-sheened blade. The thorns sink back into the blade when sheathed.

A *thornblade* is a +3 keen scimitar. Up to three times per day, when its wielder makes a successful attack with the *thornblade*, he can choose to have the sword's thorns affect the target with bloodroot poison (see the *DUNGEON MASTER'S Guide*).

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *poison*; Price 56,450 gp; Weight 4 lb. Author: Kieran Turley. Source: #326.

RINGS

Rings bestow magical powers upon their wearers.

Keeper's Guide: Clerics of Osiris often place traps in the tombs of dead nobles to protect their treasures and bodies from grave robbers. Eventually, the clerics need to return to these tombs to bury the next generation of nobles and their belongings. Since the knowledge of the exact location of every trap can be forgotten (and cannot be written down for fear of theft), the clerics created the *keeper's guide* to help them. The *keeper's guide* is a ring

TABLE 5-7: RINGS

RING	COST
<i>Evil eye</i>	6,000 gp
<i>Earth's grasp</i>	10,000 gp
<i>Keeper's guide</i>	24,000 gp
<i>Scry detection</i>	28,000 gp
<i>Stalking</i>	56,000 gp

made of solid turquoise with a single lapis lazuli stone set in it. This ring grants the wearer the ability to find traps as a rogue and a +3 insight bonus on all Search checks to find traps.

Moderate divination; CL 6th; Forge Ring, *find traps*; Price 24,000 gp; Weight —. Author: Kevin Hamilton. Source: #325.

Ring of Earth's Grasp: This ring enhances the wearer's grip with each hand. The wearer gains a +4 bonus on Climb checks, grapple checks, checks to resist being disarmed, and any other Strength-based checks for which grip is a factor.

Moderate transmutation; CL 10th; Craft Wondrous Item, *bull's strength*; Price 10,000 gp; Weight —. Author: Ari Marmell. Source: #314.

Ring of Scry Detection: This unobtrusive gold ring is inscribed with images of eyes on its interior curves. The wearer of this ring constantly benefits from the *detect scrying* spell.

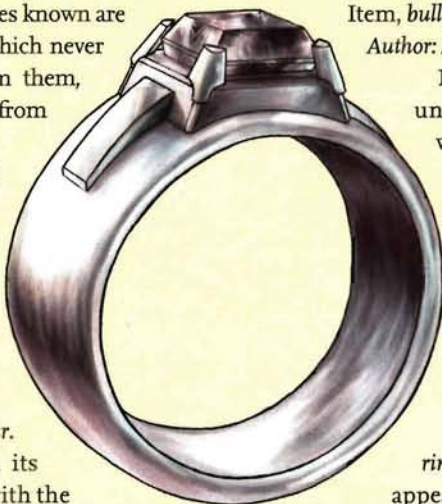
Moderate divination; CL 7th; Forge Ring, *detect scrying*; Price 28,000 gp; Weight —. Author: Johnathan Richards and Matt Sernett. Source: #319.

Ring of the Evil Eye: A *ring of the evil eye* is a cursed item that appears to be a moist living eye set in a large gold ring. This disturbing item provides its wearer with a +6 bonus on Spot checks and a +2 bonus on initiative rolls, and that appears to be the item's only function. Yet if the wearer is the target of a divination (scrying) spell, he automatically fails any saving throw to resist the spell and the spell automatically penetrates the wearer's spell resistance (if any).

A simple *detect magic* spell yields only a faint transmutation aura on this item. An *identify* spell has a 1% chance per caster level to reveal the item's true properties. *Analyze dweomer* automatically reveals the ring's true nature.

Moderate divination; CL 7th; Forge Ring, *clairaudience/clairvoyance, scrying*; Price 6,000 gp; Weight —. Author: Oliver Diaz and Robert J. Hahn. Source: #330.

Ring of Stalking: This delicate silver band has a single black diamond set on its surface. To activate the



Illustrated by Jeff Carlisle

ring, the wearer must speak a command word and then the name of a creature known to the user into the stone. If the wearer concentrates on the creature and holds his hand aloft, the ring's gem glows when held in the direction of the named creature. There is no limit to the ring's range except that the target must be on the same plane as the wearer. When the wearer is within 120 feet of the target the ring glows continuously and grows warm to the touch. At that point, the proximity of the target is too close to reveal its exact direction. Changing the ring's target is a full-round action.

Strong divination; CL 13th; Forge Ring, *greater scrying*, *locate creature*; Price 56,000 gp; Weight —. Author: Johnathan Richards and Matt Sernett. Source: #319.

RODS AND STAFFS

Rods are scepterlike devices that have unique magical powers and do not usually have charges. Anyone can use a rod.

Staffs offer immense utility because they pack so many capabilities into one item and they use the wielder's ability score and relevant feats to set the DC for saves against their spells.

Briar Staff: Druids working to rid their home of savage humanoid invaders created the first *briar staffs*. These staffs have seen extensive use against orc raiding parties and as a result have drawn the vengeful attention of at least one orc deity. Anyone wielding a *briar staff* should expect trouble from orcs in his future.

A *briar staff* is created from a single gnarled oak bough. The staff bears a cluster of twisted twigs at its top, which bud to life whenever its wielder uses one of its powers.

Unlike other staffs, a *briar staff* can regain spent charges. This requires burying the staff 1 foot deep within a forest at least 1 square mile in size. For every 7 days it remains buried and undisturbed, the staff regains 1 charge. The *briar staff* allows the use of the following spells:

- *Entangle* (1 charge)
- *Spike growth* (1 charge)
- *Wall of thorns* (3 charges)

Strong transmutation; CL 12th; Craft Staff, *entangle*, *spike growth*, *wall of thorns*; Price 139,500 gp; Weight 4 lb. Author: Kieran Turley. Source: #326.

Deluge Rod: A reclusive ocean-dwelling druid calling himself the Brine Lord created the first *deluge rods*. After pirates slew the druid, they discovered a number of these rods hidden in his island home. *Deluge rods* have a dark reputation among arcane spellcasters and the rods' side-effects have made them unpopular with all but the most power hungry.

Deluge rods appear as scepters of solid water suspended in time, sometimes with tiny sea creatures swimming within. The rods are undecorated, but a

TABLE 5-8: RODS AND STAFFS

ROD/STAFF	COST
<i>Rod of the wild</i>	35,145 gp
<i>Staff of earthen might</i>	46,406 gp
<i>Rod of deadly function</i>	60,000 gp
<i>Rod of revealing</i>	60,000 gp
<i>Deluge rod</i>	93,180 gp
<i>Briar staff</i>	139,500 gp

cascade of miniature rainbows appears around them when they are exposed to strong sunlight. During quiet moments, these rods emit echoes of crashing waves upon a rocky coast.

A *deluge rod* has a number of formidable powers, but it extracts a price from its user. The bearer of a *deluge rod* can never truly feel warm or dry, even in the hottest desert. As a result, the wielder takes a –8 penalty on Fortitude saves made to resist the effects of a cold environment and on Constitution checks to resist drowning, but he gains a +4 circumstance bonus on Fortitude saves to resist the effects of heat and on Constitution checks to stave off thirst. Sea elves and other aquatic races consider this curse a boon when traveling on land.

A *deluge rod* has the properties of a +1 *frost club* with the following powers.

Touch of the Brine Lord: As a free action, the rod's wielder can activate this ability, causing the rod to deal an additional 2d6 points of cold damage when used as a melee weapon. This effect lasts for 10 rounds once activated, and can be used three times per day.

Breath of the Brine Lord: The rod sprays forth a cloud of acidic mist, as the spell *acid fog*. This power can be used once per day.

Will of the Brine Lord: The rod summons 1d4+1 Huge fiendish sharks or 1 Huge water elemental, as the spell *summon monster VII*, once per day.

Strong conjuration; CL 13th; Create Rod, *acid fog*, *summon monster VII*; Price 93,180 gp; Weight 2 lb. Author: Kieran Turley. Source: #326.

Rod of Deadly Function: A dark variation of the *rod of lordly might*, this slim black rod has a series of studs along its base. Its design is cruel and utilitarian, like a torture device version of a traditional *rod of lordly might*. The *rod of deadly function* has numerous magical and mundane functions activated either by concentrating or by pressing one of the studs along the base.

The following spell-like functions of the rod can each be used once per day.

- *Deep slumber* upon touch, if the wielder so commands (Will DC 14 negates). The wielder must choose to use this power and then succeed on a melee touch attack to activate the power. If the attack fails, the effect is lost.



Briar Staff



Deluge Rod



Rod of the Wild



Rod of Revealing

Rod of Deadly
Function

- **True strike.**
- Deal 2d4 hit points of damage to an opponent on a successful touch attack (Will DC 17 halves) and cure the wielder of a like amount of damage. The wielder must choose to use this power before attacking, as with *deep slumber*. If the attack fails, the effect is lost.

The following weapon functions of the rod have no limit on the number of times they can be employed.

- In its normal form, the rod can be used as a +1 *light mace*.
- Pressing button 1 turns the rod into a +1 *keen rapier*.
- Pressing button 2 turns the rod into a +2 *returning throwing axe*.
- Pressing button 3 causes a steel-chain whip to form that acts as a +3 *whip dagger*.
- Pressing button 4 causes the rod to extend various lockpicking tools which function as a set of masterwork lockpicks. The tools it creates include picks, files, manual drills, spikes, levers, and wrenches.

Strong divination, enchantment, evocation, and transmutation; CL 18th; Craft Rod, Craft Magic Arms and Armor, *deep slumber*, *true strike*; Price 60,000 gp; Weight 5 lb. Author: Oliver Diaz and Robert J. Hahn. Source: #330.

Rod of Revealing: Cherished by all who face illusionists in battle, *rods of revealing* are especially prized among those

who wish they could categorize everything as easily as day and night. These highly valuable rods appear as simple iron scepters carved with an open eye upon one end.

A *rod of revealing* suppresses all magic from the school of illusion as if it were within an *antimagic field*. This effect covers a 110-foot radius centered on the rod and is useable once per day. The rod can maintain this illusion suppression field for 110 minutes (1 hour, 50 minutes). While the rod affects an area, no new illusion spells or effects can be cast or triggered. Any attempt to cast such a spell in the area instantly fails and items with illusion effects (such as a *ring of invisibility*) simply fail to function. A *rod of revealing* has no effect on nonillusion spells and effects.

Strong abjuration; CL 11th; Craft Rod, *antimagic field*, *invisibility purge*; Price 60,000 gp; Weight 5 lb. Author: Richard Farrese. Source: #328.

Rod of the Wild: Primitive human barbarians and some wood elf tribes favor these stout cudgels and actively pursue rumors of their locations. A *rod of the wild* provides great prestige to a member of such a tribe who possesses it, and occasionally one finds its way into the tomb of a particularly powerful or respected warrior or chieftain.

Rods of the wild appear as 3-foot-long oak cudgels intricately carved with stylized representations of

Illustrated by (left to right) Cara, Mitten, Cara Mitten, Cara Mitten, Niklas Jansen, Jeff Carlisle

the four animal aspects they bestow. As a rod ages, the grain of its wood darkens until it achieves the appearance of bog oak.

A *rod of the wild* functions as a +2 *club* that grants special abilities based on four animal totems. Once per day, the *rod of the wild's* wielder can choose to take on certain aspects of one of these four animals. The rod continues to grant the special abilities of the chosen animal totem as long as its wielder holds it. A *rod of the wild* only grants its wielder the abilities of one totem animal at a time.

Bear: The wielder gains a +3 natural armor bonus and a +4 enhancement bonus to his Strength. While using this aspect the wielder adds 20 pounds to his weight from increased bulk.

Hawk: The wielder gains a +2 competence bonus on Search and Spot checks and can *feather fall* at will as a spell-like ability. In this aspect, the wielder's eyes take on a golden hue.

Mouse: The wielder gains a +4 competence bonus on all Hide checks and can use *reduce person* on himself at will. While in this aspect the wielder gains an uncontrollable nose twitch. This twitch has no effect other than for roleplaying purposes.

Salmon: The wielder gains a +4 competence bonus on all Swim checks and can use *water breathing* once per day. While in this form, the wielder's skin takes on a slight silvery sheen.

Moderate transmutation; CL 9th; Craft Rod, *bull's strength*, *feather fall*, *reduce person*, *water breathing*; Price 35,145 gp; Weight 3 lb. Author: Kieran Turley. Source: #326.

Staff of Earthen Might: This staff is carved from stone and tipped with either a gem or an intricately sculpted chunk of marble. It allows the use of the following spells:

- *Soften earth and stone* (1 charge)
- *Stone shape* (1 charge)
- *Tremor* (1 charges)
- *Transmute mud to rock* (2 charges)
- *Transmute rock to mud* (2 charges)

Moderate transmutation; CL 10th; Craft Wondrous Item, *soften earth and stone*, *stone shape*, *tremor*, *transmute mud to rock*, *transmute rock to mud*; Price 46,406 gp; Weight 5 lb. Author: Ari Marmell. Source: #314.

WONDROUS ITEMS

This is a catch-all category for anything that doesn't fall into the other groups. Anyone can use a wondrous item (unless specified otherwise in the description).

Acorn of Acuity: These simply carved acorns are powerful tools originally created by druids to help their companions understand the glory of nature. Many travelers find these items indispensable for long journeys

in the wild. Rangers tend to favor *acorns of acuity*, as they enhance their nature-oriented skills.

An *acorn of acuity* is a fist-sized wooden carving of an acorn made from oak and polished smooth as if from years of use. The first time a character holds an *acorn of acuity* he feels a sudden rush of consciousness as the item attunes to him.

A character who holds the acorn in one hand gains a +5 competence bonus on all Survival skill checks. The *acorn of acuity's* owner can also *speak with animals*, as the spell, once per day.

Faint divination; CL 3rd; Craft Wondrous Item, *speak with animals*; Price 4,120 gp; Weight —. Author: Kieran Turley. Source: #326.

Alchemist's Glass: An *alchemist's glass* is a beaker usually constructed of green or blue glass with several small spouts near the bottom. Arcane writing frequently covers the sides of the glass and sometimes includes the command words required to use the glass to its full potential.

Whenever the glass is filled with fluids, powders, or leaves, it mixes them together evenly. This occurs even if the materials in question normally don't mix, such as oil and water (although in this case the fluids separate normally as soon as they leave the glass). Infusions and teas can be made in a single round if placed within the glass.

Additionally, each *alchemist's glass* has two command words associated with it. The first command word causes the glass to break down any liquid or potion it contains into its component parts. This effect immediately destroys a potion but also reveals what ingredients were used in the potion's creation. This command also removes the salt from seawater, separates poisons from any liquids they're mixed with, and is sometimes used to check the purity of fresh water.

The second command word causes separated materials to pour from the bottom of the glass, each from a different spout. This can be helpful when identifying unusual ingredients or when trying to purify a potable liquid.

If there are more components than spouts, as many components as possible drain out. When the second command word is spoken again, another round of components pours from the spouts. The second command word can be used repeatedly until all of the components have been separated.

Faint divination; CL 3rd; Brew Potion, Craft Wondrous Item, *detect poison*, *purify food and drink*; Price 1,800 gp; Weight 2 lb. Author: Owen K.C. Stephens. Source: #289.

Amulet of Astral Projection: This silvery, prismatic pendant hangs from a fine chain of adamantite. When



TABLE 5-9: WONDROUS ITEMS

WONDROUS ITEMS	COST	WONDROUS ITEMS	COST
Scarab charm	300 gp	Scout goggles	15,000 gp
Snake charmer	1,000 gp	Boots of the woodland	16,000 gp
Amulet of deception	1,200 gp	Girdle of hate	16,000 gp
Alchemist's glass	1,800 gp	Spy glass	16,000 gp
Belt of the camel	3,000 gp	Cloak of the desert	18,000 gp
Scorpion bracers	3,000 gp	Quiver of plenty	18,000 gp
Thespian's mask	3,000 gp	Holy bone shackles	19,500 gp
Dwarven rune stein	3,300 gp	Clay of sculpting	20,000 gp
Requiem jar	3,300 gp	Chalice of true seeing	21,600 gp
Deathglance locket	3,860 gp	Mask of the reaper	30,000 gp
Acorn of acuity	4,120 gp	Carrion gauntlet	32,300 gp
Sand of Set	4,200 gp	Coffin clamps of Aziell Moonchild	37,760 gp
Circlet of convocation	4,775 gp	Spider mask, brown recluse	37,840 gp
Ventriloquist's mouthpiece	6,000 gp	Cape of the general	38,000 gp
Autonomous harp	6,250 gp	Golden beholder	38,000 gp
Bardic cup	6,500 gp	Mirror of captured images	40,000 gp
Shell of amplification	7,000 gp	Robe of the burning serpent	40,000 gp
Silver collars of Adentrius	7,250 gp	Chromatic flute	46,500 gp
Caine's flagon of shadows	8,000 gp	River sandals	47,000 gp
Tiara of Bast	8,000 gp	Obi of the white lotus master	48,000 gp
Vampiric goblet	8,100 gp	Horn of the planes	55,000 gp
War mug of the ogre magi	8,315 gp	Spider mask, black widow	56,150 gp
Zhen'hra's tools	8,640 gp	loun stone, black and white ellipsoid	60,000 gp
Rose of kings	10,000 gp	Dragon's goblet	72,000 gp
Sylvan cloak	11,500 gp	Vestment of judgement	95,000 gp
Gauntlets of heartfelt blows	12,000 gp	Extradimensional anchor	112,000 gp
Goggles of scrutiny	12,000 gp	Spider mask, phase spider	115,440 gp
Eye of Horus	13,200 gp	Sylvan cloak, greater	153,360 gp
Bands of the iron monkey	15,000 gp	Amulet of astral projection	320,320 gp

the command word is spoken, the amulet projects its wearer and up to eight other willing creatures of the wearer's choice onto the Astral Plane as if with an *astral projection* spell. Using this item takes its toll, however. Upon returning from a trip to the Astral Plane made with the amulet, the user must make a successful DC 23 Will save or take 2d6 points of Intelligence damage. (Creatures that accompanied the wearer on the trip are safe from this effect.)

Strong necromancy; CL 17th; Craft Wondrous Item, *astral projection*; Price 320,320 gp; Weight —. Author: Chris Thomasson. Source: #306.

Amulet of Deception: Amulets of deception are used to confuse those who might scry upon their wearers. Each *amulet of deception* is a 1-inch-wide, 2-inch-tall gold locket on a thin chain of golden links. The amulet is often oval- or heart-shaped and opens up to reveal a tiny portrait, such as one might keep of a lover or spouse. However, the image that appears in the locket is also the one that appears in place of the wearer if she is ever scried upon or in the area of a scrying effect while wearing the *amulet of deception*. The amulet also grants

the wearer a +2 insight bonus on Intelligence checks to notice a scrying sensor, but it does nothing to prevent the scrying from continuing other than cloak the wearer in the appearance depicted in the amulet. Many who work in the shadows use these devices to prevent their enemies from determining their true appearances.

Faint illusion; CL 5th; Craft Wondrous Item, *disguise self*; Price 1,200 gp; Weight —. Author: Johnathan M. Richards and Matthew Sernett. Source: #319.

Autonomous Harp: An *autonomous harp* is usually made of wood plated with gold and stands on four clawed legs. The masterwork harp is a construct capable of movement and has statistics identical to a Medium animated object made of wood. Like a golem, it follows the commands of its creator or those its creator designates. In addition to the normal actions an animated object can take, the *autonomous harp* can be commanded to play itself as a free action (playing itself is also a free action for the harp), providing a +2 circumstance bonus on Perform checks made within 20 feet that would benefit from musical accompaniment.

Moderate transmutation; CL 11th; Craft Wondrous Item, Perform (strings) 5 ranks, *animate objects*; Price 6,250 gp; Weight 40 lb. Author: S. Deniz Bucak. Source: #317.

Bands of the Iron Monkey: Inspired by the piety and dedication of one of the monkey god's most devout servants, these bands are among the most honored gifts bestowed by those in the deity's service. With the swiftness of the wind and the strength of a savage animal, the forces incarnate in these simple-looking bands combine to keep their wearer from harm.

The *bands of the iron monkey* are simple leather armbands with six silver medallions sewn along the leather that covers the outer forearm. This item grants the wearer a +2 bonus on initiative rolls and grants her free use of the Deflect Arrows feat. Both armbands must be worn, and the user must have at least one hand free to deflect projectiles. If the wearer already has the Deflect Arrows feat, *bands of the iron monkey* allow the wearer to use the feat twice each round.

Faint abjuration; CL 3rd; Craft Wondrous Item, *entropic shield*; Price 15,000 gp; Weight 2 lb. Author: Keith Strohm. Source: #325.

Bardic Cup: A *bardic cup*, sometimes known as a *goblet of song*, is a finely crafted and valuable silver drinking vessel. The bowl of each cup is adorned with small gems, and the stem is molded into the form of four figures—one cloaked figure carrying a dagger, one holding a staff, one holding a skull, and one bearing a harp.

Whenever liquid is poured into a *bardic cup*, one or more of the figures might sing. If the liquid is poisonous, diseased, or foul, the skull face softly sings a mournful dirge. If the liquid has healing properties, the figure with a harp plays a bright ballad. If a magic liquid is placed in the chalice, the figure with the staff sings a deep rhythmic chant. If the liquid is cursed or inherently evil, the figure with cloak and dagger whispers a lament.

If a liquid qualifies as more than one of these, all appropriate figures sing in harmony. Thus a magic healing potion poured into the cup causes both the staff-bearing and harp-carrying figures to sing. *Bardic cups* are often used by adventuring minstrels to partially identify potions and fresh water or to test drinks for poison without offending a host.

Faint divination; CL 3rd; Brew Potion, Craft Wondrous Item, *detect evil*, *detect magic*, *detect poison*, *purify food and*

drink; Price 6,500 gp; Weight 1 lb. Author: Owen K.C. Stephens. Source: #289.

Belt of the Camel: Made from woven camel hair and blessed by clerics of Isis, the *belt of the camel* defends travelers on long treks across the desert. The belt protects the wearer from extreme heat, as per *endure elements*, but not cold. In addition, the wearer never becomes thirsty and never requires water for nourishment, although the need for food still exists. The belt must be worn for 24 hours before its powers take effect.

Faint abjuration; CL 1st; Craft Wondrous Item, *create water*, *endure elements*; Price 3,000 gp; Weight 1 lb. Author: Kevin Hamilton. Source: #325.

Boots of the Woodland: These enchanted calf-high boots are fashioned from soft leather or suede with thick soles made from spongy hide. The boots, which come in all manners of style, only have one distinctive and uniting feature in the form of a rune engraved upon each sole, forming a crude "X."

Boots of the woodland bestow great speed and agility upon their owner while traveling in woodlands. In any forest environment (which includes sparse woods and tree-covered hills or mountains) the wearer of a pair of *boots of the woodland* is protected as though under the permanent effect of an *endure elements* spell, adds 10 feet to his base land speed, gains a +4 insight bonus on all Reflex saves, and benefits from a +10 competence bonus on all Move Silently checks. Both boots must be worn in a forest environment for 24 hours for their magic to take effect.

Faint abjuration; CL 5th; Craft Wondrous Item, *cat's grace*, *endure elements*, *expeditious retreat*; Price 16,000 gp; Weight 1 lb. Author: Richard Farrese. Source: #328.

Caine's Flagons of Shadows: Only eight of these magic drinking vessels are believed to have been made by the shadow sorcerer Caine before he mysteriously disappeared. Each flagon appears to be made of black wood intricately carved with strange fluid patterns and cloaked figures. Despite its appearance, a *flagon of shadows* weighs as much as an iron stein of the same size. *Flagons of shadows* are always cool to the touch and never cast shadows themselves.

Each flagon has a command word carved onto its bottom. Most of these are not recorded anywhere else, but it is known that "makareem" is one of them.

Fives times per day, a *flagon of shadows* can be filled with liquid and the command word spoken, turning the



liquid into liquid shadow. If left in the flagon, the liquid shadow lasts 10 rounds before evaporating.

The liquid shadow can be poured on the ground, in which case it creates a 20-foot radius sphere of darkness like the *darkness* spell as though cast by a 2nd-level caster.

Additionally, the liquid shadow can be imbibed. The imbiber adds +2 to the DC of his illusion (shadow) spells for 3 hours.

Faint evocation; CL 3rd; Craft Wondrous Item, Spell Focus (illusion), *darkness*; Price 8,000 gp; Weight 1 lb. Author: Owen K.C. Stephens. Source: #289.

Cape of the General: Savage orc and goblin tribes universally feared the mighty elven armies of ancient times, but the elves' celebrated victories were in great part due to the cunning and charismatic generals who led them in battle. In those legendary days, the leader of each elven host wore a cape made out of glistening night-blue silk with myriad silver runes imprinted around the collar. This garment served to display the officer's rank, but was also magically endowed to help him in his duties. Most of these cloaks went to the grave with the generals who wore them, but fortunate tomb robbers occasionally stumble upon a *cape of the general*. In modern elven society, very few of these garments remain, but some are still handed down from one generation to the next.

A *cape of the general* functions as a +2 *cloak of resistance* and also provides a +2 enhancement bonus to the wearer's Charisma and Intelligence scores. When worn by a character with elven blood, the item grants a +4 morale bonus on saving throws made against fear effects to all elven-blooded allies within a 30-foot radius.

Faint abjuration and transmutation; CL 5th; Craft Wondrous Item, *eagle's splendor*, *fox's cunning*, *remove fear*, creator must be elf or half-elf; Price 38,000 gp; Weight 1 lb. Author: Richard Farrese. Source: #328.

Carriion Gauntlet: The hinged and jointed pieces of the *carriion gauntlet* are made from bits of bone, carapace shards, and the dried flesh of various creatures. Created by evil clerics in an attempt to harness the power of undeath, the gauntlet constantly thirsts for life force. The wearer of this +1 *gauntlet* can use it to cast *vampiric touch* at will as a 5th-level caster.

Moderate necromancy; CL 5th; Craft Wondrous Item, *vampiric touch*; Price 32,300 gp; Weight 1 lb. Author: Kevin Hamilton. Source: #325.

Chalice of True Seeing: These unusual items always appear to be dented, scratched, and tarnished goblets of little value. This appearance is an illusion to conceal the chalice's true form of valuable inlaid gold studded with precious gems. In its true appearance, a *chalice of true seeing* is always constructed of materials worth at least 2,000 gp. All of these chalices have command words engraved on them, usually on the bottom.

When the command word is spoken, the chalice fills with a thick, rose-red syrup. This can be done once per day. Anyone drinking the sweet syrup gains *true seeing*, as the spell. The syrup loses its magical properties if it is removed from the chalice before it is consumed, and all of the syrup must be drunk by a single individual for the *true seeing* effect to function.

Moderate divination; CL 10th; Craft Wondrous Item, *true seeing*; Price 21,600 gp; Weight 1 lb. Author: Owen K.C. Stephens. Source: #289.

Chromatic Flute: For some people, music just isn't enough. They need something to look at or a performance doesn't hold their attention. To reach these people, a bard can hire a troupe of dancers or she can find a *chromatic flute*. These masterwork flutes are usually crafted from a precious metal, such as gold or platinum, and inscribed with arcane runes. When played, illusory abstract images form behind the bard, flowing from shape to shape and changing color in response to a performance. The visual accompaniment provides a +2 circumstance bonus on Perform checks made with the flute. Additionally, as a standard action, the player of the flute can attempt to use it to cast illusion spells. The instrument's player must make a Perform check to make the flute cast the spell, DC 10 for a *silent image*, DC 15 for a *minor image*, and DC 20 for a *major image*. The Perform check to make the flute create an illusion does not benefit from the +2 circumstance bonus on Perform checks.

Moderate illusion; CL 7th; Craft Wondrous Item, *major image*, *minor image*, *silent image*; Price 46,500 gp; Weight 1 lb. Author: S. Deniz Bucak. Source: #317.

Circlet of Convocation: Some people really don't like being scried upon. For these individuals, the *circlet of convocation* gets the point across. This silver circlet contains five green gems, each sparkling with radiance from within.

The *circlet of convocation* provides a +5 insight bonus on the wearer's Intelligence check to notice a scrying sensor. If the wearer notices a scrying sensor, he may use the *circlet of convocation* as a standard action to instantly appear in a random open square adjacent to the scrying creature. This travel is a flawless teleportation that can even cross the boundaries of planes. Each time the *circlet of convocation* is used to transport the wearer to a scrying creature, one of the five gemstones "burns out." In effect, the *circlet of convocation* is a five-charge magic item with each such use expending one charge. If no open adjacent square exists, the teleportation attempt simply fails and a gem is not burnt out.

Even after all five charges have been used, the circlet continues to provide its +5 insight bonus on detecting scrying sensors.

Using the power of the circlet has its disadvantages. The circlet does not grant any information about the scrying

creature or guarantee the safety of the environment that is the wearer's destination.

Strong conjuration; CL 13th; Craft Wondrous Item, *detect scrying*, *greater teleport*, *planeshift*; Price 4,775 gp; Weight —. Author: Johnathan M. Richards and Matthew Sernett. Source: #319.

Clay of Sculpting: Upon command, this fist-sized lump of gray clay can be stretched and molded into an object of any size up to Medium. The clay follows the vision of the user, helping the user mold it into a perfect likeness of the object the user desires to create. The sculpting of the object takes 1 full round plus 1 full round per each size category the desired object is larger than Tiny. Interruptions in this process leave the clay at the point it was left; with use of the command word, the process can be continued or the user can chose to begin the process anew. When the sculpting is finished, the *clay of sculpting* turns into a solid stone version of the object created. It remains in this form until a second command word is spoken or until the formed object is broken or destroyed, whereupon it reverts to a fist-sized lump of clay.

Moderate transmutation; CL 9th; Craft Wondrous Item, *stone shape*, *transmute mud to rock*; Price 20,000 gp; Weight 1 lb. Author: Ari Marmell. Source: #314.

Cloak of the Desert: This cloak is made from a light brown, sturdy material, velvety on one side with a rough sandpaperlike texture on the other. If the wearer wraps it around herself, the *cloak of the desert* allows her to merge with sand or any sandstone large enough to encompass her body, in the same manner as *meld into stone*. This effect can last to up to an hour and can be used three times per day.

Moderate transmutation; CL 6th; Craft Wondrous Item, *meld into stone*; Price 18,000 gp; Weight 1 lb. Author: Kevin Hamilton. Source: #325.

Coffin Clamps of Aziell Moonchild: The *coffin clamps of Aziell Moonchild* were forged in the likeness of draconic hands, each finger adorned with a black marble claw, each knuckle studded with an emerald. When all three are placed on the lid of a coffin, they secrete refulgent green goo that slithers about the entire surface of the coffin, filling all its apertures and infusing the object with nearly indestructible force. The clamps can affect coffins (also boxes, chests, coffers, and similar containers with closed lids) of up to 1,000 cubic feet in volume. As a standard action, the clamps can be removed by anyone outside the coffin.

A coffin affected by the coffin clamps is immune to all magical and natural effects or attacks. It cannot be harmed until the coffin clamps are removed or the magic force of the coffin clamps is destroyed. The magic force of the coffin clamps is unaffected by most magical and natural effects and attacks. It cannot be dispelled, but it is destroyed by a *disintegrate* spell or a *sphere of annihilation*.

The magic force keeps out (and in) all magic and all things. Ethereal and astral forms of movement are blocked. *Astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities cannot pass through the barrier created by the coffin clamps.

Although not created for the purpose of vampire slaying, after their discovery in a vampire's castle they were used to seal vampires into their coffins and transport them to places of holiness where they were released and killed by waiting paladins. More clever—or desperate—vampire slayers used the clamps to seal vampire coffins after the vampires had exited them, therefore disallowing reentrance by gaseous form.

Strong evocation; CL 13th; Craft Wondrous Item, *dimensional anchor*, *forcecage*; Price 37,760 gp; Weight 6 lb. Author: Joseph R. Terrazzino. Source: #288.

Deathglance Locket: This small locket is an anti-scraying device not in the sense that it prevents scrying upon the subject, but rather that it is used to punish those who would so intrude upon the subject's privacy. A *deathglance locket* is a 1-inch tiger eye gemstone on a slim golden chain. It is worn about the neck and counts as an amulet in terms of magic items worn. The *deathglance locket* grants its wearer a +2 insight bonus on Intelligence checks to notice scrying sensors. When the wearer notices a scrying sensor, she may call upon the power of the locket to strike back at the scrying creature. Once per day upon command, the *deathglance locket* traces the scrying sensor's magic back to the scrying creature's location and sends an immaterial copy of its tiger eye gem hurtling his way. From the scrying creature's point of view, it's as if the tiger eye gem suddenly flies from the locket and speeds in his direction. The scrying creature immediately suffers 10d6 points of damage (DC 20 Will save for half) and must make a Concentration check (DC 10 + the damage dealt by the *deathglance locket*) or the scrying effect ends.

Moderate abjuration; CL 11th; Craft Wondrous Item, *detect scrying*; Price 3,860 gp; Weight —. Author: Johnathan M. Richards and Matthew Sernett. Source: #319.

Dragon's Goblet: A *dragon's goblet* is a rare and sometimes dangerous magic item that can be both harmful and useful to adventurers. The goblet is a cunningly sculpted figurine of a mighty winged lizard clutching a bowl in its mouth. Usually the goblet is made of gold or silver, but a few are carved from gems.

Whenever a *dragon's goblet* is filled with liquid, the goblet transforms it into a burning fluid like alchemist's fire. This fluid can be poured out to start a fire or hurled at a creature as a grenadelike weapon with a range of 10 feet and no range increment. The brave can drink the burning liquid in an attempt to produce more spectacular effects.

Once per hour, the burning fluid can be drunk without harm and provides one of two effects. The drinker can either breathe forth gouts of flame or contain the fire within. That decision must be made immediately after the liquid is imbibed.

If the drinker decides to breathe flame, the imbibed liquid functions exactly like an *elixir of fire breath*.

If the drinker decides to contain the fire within, the drinker gains *protection from energy* (cold) as though cast by a 10th-level caster.

If the burning fluid is imbibed when it is not safe (less than an hour since the last time it was safely imbibed) the drinker must make a DC 20 Fortitude save or take 4d6 points of fire damage. Success indicates the drinker takes half damage.

Moderate abjuration; CL 10th; Craft Wondrous Item, *protection from energy*; Price 72,000 gp; Weight —. Author: Owen K.C. Stephens. Source: #289.

Dwarven Rune Stein: Dwarven rune steins are squat and heavy mugs of iron engraved with images of dragons, bears, axes, and dwarven runes. The steins are shorter and wider than most human drinking vessels, with handles molded to fit a dwarf's sturdy grip. The runes are an ancient form of dwarven writing, each describing a specific trait venerated by dwarves.

The user of the stein can invoke a rune to transform any liquid contained within and then drink it to gain magical benefits. The transformed liquid works only for the person who invoked the rune, and the liquid must be imbibed in the same round the rune is invoked or the liquid has no effect. Invoking the rune and drinking the liquid is a full-round action. The runes fade away once used and cannot be used again.

Bravery Rune: Liquid transformed by this rune grants the rune invoker resistance to fear. This functions as the *remove fear* spell.

Endurance Rune: This rune causes the liquid within the stein to have the same effects as a *potion of bear's endurance*.

Fortitude Rune: This rune causes the liquid within the stein to have the same effects as a *potion of aid*.

Heroism Rune: This rune causes the liquid within the stein to have the same effects as a *potion of heroism*.

Honesty Rune: Liquid transformed by this rune grants the rune invoker an aura of honesty. This functions as the *zone of truth* spell centered on the rune's invoker.

Luck Rune: By imbibing this liquid, the invoker gains incredible luck. For an hour the drinker gains a +1 luck bonus on all saving throws. In addition, the drinker may reroll one roll that she has just made. She must take the second result. This extraordinary ability is usable once during the hour that the luck bonus lasts.

Mettle Rune: This rune grants the drinker a +4 natural armor bonus for 1 hour.

Skill Rune: Invoking this rune and drinking from the stein grants a +3 competence bonus on any Craft skill check. This magical benefit lasts one week.

Strength Rune: This rune causes the liquid within the stein to have the same effects as a *potion of bull's strength*.

Sturdiness Rune: The sturdiness rune grants the drinker a +10 competence bonus on Balance skill checks and a +10 competence bonus on Strength checks to resist bull rush attacks for 1 hour.

Moderate transmutation; CL 8th; Brew Potion, Craft Wondrous Item; Price 3,300 gp; Weight 1 lb. Author: Owen K.C. Stephens. Source: #289.

Extradimensional Anchor: This device constantly radiates a *dimensional anchor* effect in a 40-foot-radius emanation. Creatures on the same plane within this area cannot use *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport* and similar magic. This property makes the item extremely valuable for fighting highly mobile opponents such as githyanki.

Appearing as a glowing, green crystalline prism, an *extradimensional anchor* is roughly 2 feet long and 8 inches in diameter. It levitates 2 feet off the ground at all times and floats along within 2 feet of its owner, much like an animated shield. The anchor cannot, however, support any weight; any effect that exerts more than 1 pound of force on the anchor causes it to fall to the ground. The anchor continually sheds light equivalent to that of a torch.

By making a successful melee touch attack against the owner, an opponent can take possession of an *extradimensional anchor*. Such an action provokes an attack of opportunity.

Each *extradimensional anchor* comes with a shield—a fine, magically enhanced mesh of mithral that, when draped over the anchor, suppresses the *dimensional anchor* effect. This shielding does not, however, stop the item from floating.

Moderate abjuration; CL 7th; Craft Wondrous Item, *dimensional anchor*; Price 112,000 gp; Weight 20 lb. Author: Chris Thomasson. Source: #306.

Eye of Horus: Pharaohs throughout the ages have kept vigilant watch over their people using special agents of Re-Horakhty. Clerics created the *eye of Horus*, supposedly blessed by Re-Horakhty himself, to be worn by these agents to protect them. The *eye of Horus* is a single lens that, when placed over one eye, seems to meld into the user's flesh. It takes a full-round action for the lens to be absorbed by the user. A tattoo then appears surrounding the eye resembling the *eye of Horus*. The user can will the lens back out of her flesh as another full-round action. When the user dies, the eye resurfaces.

Once absorbed, the *eye of Horus* allows its user to *detect evil* at will as a standard action. In addition, the

user may cast *disguise self*, *misdirection*, and *protection from evil*, each once per day and only on himself.

Faint divination; CL 3rd; Craft Wondrous Item, *detect evil*, *disguise self*, *misdirection*, *protection from evil*; Price 13,200 gp; Weight —. Author: Kevin Hamilton. Source: #325.

Gauntlets of Heartfelt Blows: These soft leather gauntlets sport a large, flat gem on the back of each hand. Ringed by steel, these stones slowly shift color as long as the gauntlets are worn. Whenever the bearer becomes involved in combat, the stones glow brighter, and their colors begin to swirl with intense energy, casting a fiery aura around any weapon in the wearer's hands. The wearer's melee attacks cause extra points of fire damage equal to his Charisma bonus (minimum of +1). This bonus damage also applies to touch attacks. The fire does not deal damage to the wearer or anything the wearer carries.

Faint transmutation; CL 5th; Craft Wondrous Item, *burning hands*; Price 12,000 gp; Weight 1 lb. Author: Clifford Horowitz. Source: #314.

Girdle of Hate:

This broad belt is made of hide, hair, and bone, and it is studded with small hooks along its length. The exact source of these materials is ambiguous until someone with a racial or favored enemy buckles it on and speaks a command word, at which point the girdle appears to be constructed from a creature representative of one of the wearer's chosen enemies. If the wearer has more than one racial or favored enemy, the girdle applies its benefits to one enemy of the wearer's choice (chosen when the belt is first donned). The hooks, while useless as weapons, make a fine mounting point for captured scalps, and the cords of hair easily hold other grisly trophies. Any trophies of the appropriate type of racial or favored enemy smolder for a moment when first mounted on the hooks, then become cured and preserved within 1 round.

The girdle doubles all bonuses the wearer gains against the chosen racial or favored enemy, such as those possessed by dwarves or granted by the ranger class.

Moderate conjuration; CL 7th; Craft Wondrous Item, caster must have racial or favored enemy; Price 16,000 gp; Weight 2 lb. Clifford Horowitz. Source: #314.

Goggles of Scrutiny: *Goggles of scrutiny* grant their wearer a +2 bonus on all Search and Spot checks. In addition, any creature with the death attack special ability need only study a potential victim for 2 rounds instead of 3.

Strong divination; CL 12th; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 12,000 gp; Weight —. Oliver Diaz and Robert J. Hahn. Source: #330.

Golden Beholder: A *golden beholder* is a magic scrying device that shares its form with its monstrous namesake. With all of its pieces collected and in place, the *golden beholder* looks like a 2-foot-diameter sculpture of a beholder made of gold. The large central eye is a sphere of glass set half inside the face of the sculpture, while the eyes on the metal stalks are made of hard clear gemstones of moderate value.

Each of the ten eyestalks can be withdrawn from the beholder, revealing a dagger blade. The eyestalk daggers are always of masterwork quality and are worth approximately 450 gp due to their fine craftsmanship and the gemstone "eye" that forms the dagger's pommel. Most *golden beholders* are made by Medium creatures, and thus their eyestalk daggers are

made for use by Medium creatures. Each eyestalk dagger is imbued with a permanent *Nystul's magic aura* effect that makes it seem nonmagical. *Detect magic* does not detect the aura of an eyestalk dagger, but as

with *Nystul's magic aura*, an *identify* spell cast on the eyestalk dagger allows the caster a DC 10 Will save to recognize magic in the dagger and detect its divination and illusion auras.

When removed from the body, each eyestalk dagger functions as a scrying sensor for the *golden beholder's* central eye. Touching the sheath-hole of a removed eyestalk dagger and saying the *golden beholder's* command word sets the central eye's scrying focus to that eyestalk dagger. The *golden beholder* user sees and hears with his own visual and auditory acuity from the position of the gemstone that forms the pommel of that eyestalk dagger. An impenetrable gray haze hides everything beyond 30 feet from view, although sounds that issue from beyond that distance are still audible if the user could normally hear them from the dagger's position.

Creatures within the area watched by an eyestalk dagger do not gain an Intelligence check to sense it as a scrying sensor, but a creature under the effects of a *detect scrying* spell can do so with a successful DC 10 Will save. Creatures within the area viewed by the eyestalk dagger do not gain a Will save to resist being seen and spell resistance does not apply. Anti-scrying spells, such as *mind blank* or *screen* function normally, hiding or disguising the creature or area from the *golden beholder's* user as described by the spell. If the gemstone is removed from the eyestalk dagger, or the eyestalk dagger is otherwise broken or destroyed, the user of the *golden beholder* cannot use that dagger as a scrying sensor.



Goggles of Scrutiny

The scrying link between the *golden beholder* and its eyestalk daggers withstands any distance, even separation across different planes. The scrying effect of an eyestalk dagger cannot be dispelled, but a successful targeted *dispel magic* attempt made against an eyestalk dagger suppresses that dagger's function for 1d4 rounds. An *antimagic field* also suppresses the *golden beholder's* ability to access an eyestalk dagger.

A *golden beholder* user can cast spells through the device as though using the *greater scrying* spell.

Golden beholder owners use the potent item in many different ways. Most commonly, eyestalk daggers are given to allies (or allowed to fall into the hands of enemies) so that the user can keep track of other creatures' movements and actions. Other *golden beholder* owners use them as security devices, hiding eyestalk daggers in key locations such that they are not easily spotted but have good views of the surrounding terrain.

Strong divination; CL 13th; Craft Wondrous Item, *greater scrying*, *Nystul's magic aura*; Price 38,000 gp; Weight 100 lb. Author: Johnathan M. Richards and Matthew Sernett. Source: #319.

Holy Bone Shackles:

A tribe of dwarf barbarians known as the Hunting Wind noticed that their vampire adversaries would not venture close to the tombs of their holiest warriors. Shamans and holy men debated the strange behavior. Finally, it was decided that the tribe would capture vampires and perform experiments upon them, using the unearthed skeletons of their long-lost heroes. This decision, which daringly broke ancient taboos, produced the *holy bone shackles*. Gifted shamans used the bones of their holiest people to make thick bonds that locked magically, and skilled artisans carved sacred images of the Hunting Wind tribe about the shackles. It is said that vampires the world over still warn one another of the "curse of the Hunting Wind."

Although originally fabricated from the bones of deceased holy men, these masterwork manacles can be made from any kind of bone. When the shackles are hurled at a corporeal undead with a humanoid form, they expand or contract to fit the undead and bind its arms on a successful ranged touch attack. An undead with its arms bound cannot use them to attack or cast spells with a somatic component, and it automatically fails skill checks

that require it to use its arms. An undead takes 1d6 points of holy damage each round it remains bound.

The shackles bind the undead until the user speaks the command word to release it or it escapes. The undead can escape with a successful DC 35 Escape Artist check or DC 28 Strength check. A successful Strength check opens the shackles; it does not destroy them.

Moderate evocation; CL 10th; Craft Wondrous Item, *holy smite*, creator must be good; Price 19,500 gp; Weight 3 lb. Author: Joseph R. Terrazzino. Source: #288.

Horn of the Planes: The music of the *horn of the planes* resonates with the planes of the multiverse. A performer with the *horn of the planes* and the correct melody can open a portal to another plane. The masterwork horn is a platinum trumpet with inscription on the outside that depicts the arrangement of the planes. Once per day, a performer playing the horn can attempt to use it to open a *gate* (as per the spell).

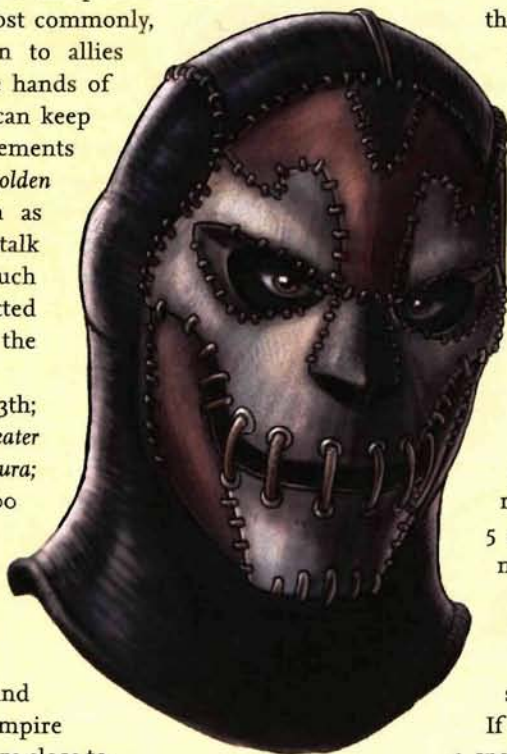
The bard must know the proper melody to play for a particular plane. Learning the proper melody requires that the performer have 5 ranks in Perform and successfully make a DC 30 Knowledge (the planes) or bardic knowledge check. Any player may open a gate to a random plane as a standard action with a successful DC 25 Perform check.

If the performer knows the tune for a specific plane, she can open a gate on that plane at a random location (on the plane) as a standard action with a successful DC 25

Perform check and to a specific location as a standard action with a successful DC 30 Perform check. Because there is a consequence of failure (getting a result of 25 or greater but less than 30 on the Perform check), a character cannot take 20 on the Perform check to play a *horn of the planes*. If a performer plays the horn without attempting to open a *gate*, there is a cumulative 1% chance for each continuous round of playing that the horn opens a gate to a random plane as long as the horn has not already been used to open a gate. The *horn of the planes* can open a *gate* only once per day.

Strong conjuration; CL 17th; Craft Wondrous Item, *gate*; Price 55,000 gp; Weight 5 lb. Author: S. Deniz Bucak. Source: #317.

Ioun Stone (Black and White Ellipsoid): This *ioun stone*, an ellipsoid mottled in black and white, provides the equivalent of a *mind blank* spell in regards to scrying. That is, if anyone attempts to scry directly



Mask of
the Reaper

Illustrated by Jeff Carlisle

upon a person using this type of *ioun stone*, the attempt automatically fails. If a scrying device or spell is used to scan an area that the person with the *ioun stone* is in, the scrying creature sees the area but not the person. The *ioun stone* does not provide any of the non-scrying benefits of the *mind blank* spell, such as immunity to spells, effects, and devices that otherwise detect, influence, or read emotions or thoughts.

Strong abjuration; CL 15th; Craft Wondrous Item, *mind blank*; Price 60,000 gp. Author: Jonathan Richards and Matthew Sernett. Source: #319.

Mask of the Reaper: A *mask of the reaper* appears as a gray knit mask with two eyeholes. When worn, a *mask of the reaper* grants a gaze attack with a range of 30 feet. Any creature within range must make a DC 14 Will save or see in the wearer a manifestation of its worst fear, affecting the creature as the *cause fear* spell although without the HD limit. The mask cannot affect a creature more than once in a 24-hour period, whether the target fails its save or not.

Moderate illusion; CL 7th; Craft Wondrous Item, *cause fear*; Price 30,000 gp; Weight —. Oliver Diaz and Robert J. Hahn. Source: #330.

Mirror of Captured Images: A *mirror of captured images* appears to be a finely wrought silver mirror, typically 3 feet tall by 4 feet wide and held in a frame containing 24 embedded gemstones. It has a retractable leg on the back of its frame allowing it to stand upright upon a desktop or dresser, but it is more commonly hung upon a wall at the appropriate height for proper viewing by its owner.

The *mirror of captured images* is slightly different than most scrying devices in that it can be set to begin scrying and then continues to do so automatically until the effect is dispelled or it is commanded to stop. Upon utterance of a command word, the mirror views another place as if with *clairvoyance*, but vision extends even onto other planes provided that the user is sufficiently familiar with the chosen place. A second command word begins recording the images from the distant location depicted in the mirror's surface, storing these images

in the twenty-four gems. Each gem holds 1 hour's worth of images, so the whole mirror can store up to a full day's images. If left activated for more than 24 hours, the mirror begins "recording over" the oldest images so that only the most recent 24 hours are kept on record. Using the second command word again stops the recording.

If a third command word is uttered while touching one of the gemstones on the frame, the mirror "plays back" the images it has stored within that gem. Finally, a fourth command word uttered while touching a gemstone takes it out of the "continuous recording loop" so that the hour's worth of images can be stored there indefinitely without being "recorded over" in subsequent uses of the mirror. Of course, this lowers the length of time available to the mirror for continuous recording. If at a later time the user wishes to record over the images stored in a gem, repeating the fourth command word while touching the gem in question returns it to the pool of available gemstones for continuous recording.

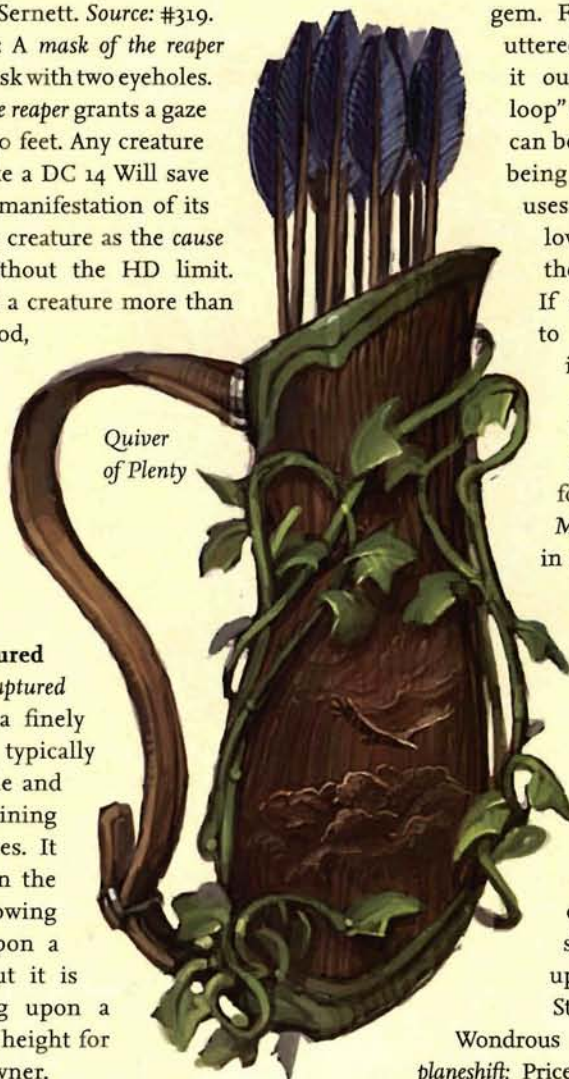
Mirrors of captured images are often used in magical stakeouts, when someone is expecting a particular item to be stolen and wishes to capture the identity of the thief without remaining in the area himself. They are also occasionally used for blackmail purposes, capturing indiscretions that the instigators would rather not become public knowledge.

As the mirror has no auditory capability, Spot is an invaluable skill when using this device to spy upon others' conversations.

Strong divination; CL 13th; Craft Wondrous Item, *clairaudience/clairvoyance, planeshift*; Price 40,000 gp; Weight 40 lb. Author: Johnathan M. Richards and Matthew Sernett. Source: #319.

Obi of the White Lotus Master: Constructed of the purest silk and delicately decorated with masterful brushstroke representations of lotus petals, the *obi of the white lotus master* is reputedly the belt worn by a master warrior-philosopher before he attained Perfection. Anyone of lawful alignment wearing the obi receives a +4 armor bonus to Armor Class.

If worn by a monk, this item reveals its true nature. When tightened around the waist of a lawful neutral character with the unarmed strike ability or Improved



Unarmed Strike feat, the obi enhances its wearer's perception, allowing her to see her opponents' intentions and granting her the opportunity to counter or avoid attacks. This effect causes any foe to suffer a 20% miss chance when attacking the wearer. If the *obi of the white lotus master's* wearer is denied her Dexterity bonus, she cannot make use of the obi's enhancement of perception, and the obi only provides its +4 bonus to Armor Class.

Faint abjuration; CL 3rd; Craft Wondrous Item, *mage armor*, *owl's wisdom*; Price 48,000 gp; Weight 1 lb. Author: Keith Strohm. Source: #325.

Quiver of Plenty: Crafted by Nestaril the Undying, one of the most venerated elven wizards of a previous age, these rare quivers are prized by those who own them. Although elves of ancient and noble lineage occasionally inherit a *quiver of plenty* from their forefathers, most of these items were destroyed long ago. Until recently no sage could duplicate these valuable magical items.

Quivers of plenty are frequently made from leather of rich browns and verdant greens. At a foot long and about half as wide, the face of a *quiver of plenty* is a work of art, covered in resplendent reliefs representing images of the natural world, such as monkey-filled glades, packs of animals, or ancient deities of nature. Aside from its rich coloration and wonderful design, the quiver is otherwise like any other: A simple leather strap allows its owner to attach it to his back or waist.

A *quiver of plenty* provides its owner with a limitless supply of various types of masterwork arrows. Whenever the owner reaches into the *quiver of plenty* his mental desire causes it to instantly create an arrow of the desired type that remains in existence long enough to fire. The *quiver of plenty* can create an infinite number of wooden arrows, steel-tipped arrows, silver-tipped arrows, and cold-iron-tipped arrows. It can also create five adamantite-tipped arrows each day. If the quiver's owner drops, hands off, or otherwise lets go of a created arrow in a way that isn't firing it from a bow, the arrow disappears. All arrows created by a *quiver of plenty* dissipate into nothingness immediately after they strike a solid object (whether the intended target or not).

Strong conjuration; CL 9th; Craft Wondrous Item, *major creation*; Price 18,000 gp; Weight 1 lb. Author: Richard Farrese. Source: #328.



Requiem Jar: This tonic of black sludge is typically encased in a barrel-shaped bronze receptacle, around which hangs a chain with a blank plaque. To use this tonic, it must be poured into a corpse's mouth. From there it magically works its way through the body, causing the corpse to deteriorate at an incredible rate. In 1 round all remnants of the corpse's flesh and blood dissolve into dust. In 2 rounds the creature's bones or exoskeleton completely crumble and in 3 rounds the resulting dust magically whirls up and flies into the empty container formerly housing the tonic. On the previously blank plaque the creature's name magically appears. This magical process ensures three things: the creature's remains are obfuscated from searching parties, a *raise dead* or *resurrection* spell cannot revive the dead creature, and the assassin has portable proof of the victim's demise. The remains in the jar are sufficient for a *resurrection* spell should they be emptied out.

Living creatures that drink the fluid within a *requiem jar* are not affected by its magic, but are sickened for 1 hour.

Faint evocation; CL 3rd; Craft Wondrous Item, *disintegrate*; Price 3,300 gp; Weight —. Oliver Diaz and Robert J. Hahn. Source: #330.

Robe of the Burning Serpent:

Clerics of Apep use white robes with depictions of flaming serpents to identify and reward the serpent god's faithful followers. The *robe of the burning serpent* looks like such a robe, but the serpents are woven with golden thread.

Once per day, the wearer can change herself into a yuan-ti abomination per the *polymorph* spell for 10 minutes.

Robes of the burning serpent are created only for the most devout servants of Apep and punish any unfaithful who try to wear them. If a person of good alignment dons the robe, she takes 1d4+10 points of fire damage every round until she removes the robe. If a person of evil alignment wears the robe, the flaming serpents glow briefly, signifying to others that she is indeed a true follower of Apep.

Moderate transmutation; CL 10th; Craft Wondrous Item, *fire trap*, *polymorph*, creator must be of evil alignment; Price 40,000 gp; Weight 1 lb. Author: Kevin Hamilton. Source: #325.

Rose of Kings: A *rose of kings* is an ornately sculpted chalice of copper—or rarely, wood—in the form of a beautiful rose. The twelve petals of the flower make up the bowl, and the stalk of the rose is the stem of the

Illustrated by Jeff Carlisle

vessel, which bears a single thorn. Most of these items are in the hands of kings and high priests, who often use them to interview potential advisors and allies.

If the bowl of the *rose of kings* is filled with wine, the single thorn begins to glow with a dull green radiance. Anyone touching the thorn takes 1 point of damage. Each time the thorn is touched, one petal of the rose also glows.

If creatures pricked by the thorn drink from the rose, they become unable to lie to each other for 1 hour. All those who drink from the cup immediately become aware of its properties. They can freely lie to individuals who have not drunk from the rose but are temporarily prevented from telling even the slightest falsehood to their fellow drinkers. Creatures affected by the rose are not compelled to speak.

Faint enchantment; CL 3rd; Craft Wondrous Item, *zone of truth*; Price 10,000 gp; Weight 1 lb. Author: Owen K.C. Stephens. Source: #289.

Sand of Set: A small black bag with pictures of entwined snakes woven into the fabric contains the *sand of Set*. Clerics sift through piles of sand and chose only the finest, darkest sand to bless in the name of Set. When a user tosses a handful of the *sand of Set* onto the ground within 5 feet of herself, 1d4+1 medium vipers (see the *Monster Manual*) appear and follow their creator's mental commands. The vipers remain for 7 rounds or until destroyed. The bag contains enough sand for three uses.

Moderate conjuration; CL 7th; Craft Wondrous Item, *summon nature's ally IV*; Price 4,200 gp; Weight —. Author: Kevin Hamilton. Source: #325.

Scorpion Bracers: *Scorpion bracers* are made from the shells of giant desert scorpions. Clerics of Set use ancient ceremonies to magically infuse these bracers with power, giving the wearer a +5 resistance bonus on Fortitude saves against all poisons.

Moderate abjuration; CL 10th; Craft Wondrous Item, *resistance*; Price 3,000 gp; Weight 1 lb. Author: Kevin Hamilton. Source: #325.

Scout Goggles: A magic item traditionally made in pairs, a set of *scout goggles* consists of at least two pairs of identical goggles. Each pair has two clear lenses that fit over the eyes and are held in place by a leather band securing them to the head. A pair of *scout goggles* is activated by command word; once triggered, anything viewed through that pair of goggles is also sent to the other pair (or pairs) in the set, allowing other wearers to see what the transmitting user sees. Most commonly, whoever normally takes "point" in a scouting mission activates her pair and allows other party members (those who have a pair of *scout goggles* from the same set) to see through her eyes. This allows the rest of the party to know if she gets into trouble while separated from the group.

Each pair of *scout goggles* has two command words: one to send visual information to the other goggles in the set, and a second command word to receive such information. When one pair is triggered in "transmit mode," it sends a mental signal to the wearers of the other goggles in the set that information is ready to be received, then each user must activate her goggles in "receive mode" to see through the other goggles. A single pair of *scout goggles* cannot both send and receive visual information simultaneously. Repetition of the same command word "shuts off" the *scout goggles*. Transmission occurs over any distance but not across planes.

A person using a pair of *scout goggles* to see what the transmitting wearer sees becomes susceptible to any gaze attacks or visual-based spells that might affect the transmitting wearer. For instance, if a transmitting wearer encounters a medusa, she must make a Fortitude save to prevent being petrified, and so must anyone else currently tapped into her pair of *scout goggles*. Each individual makes her own saving throw in such instances.

A person with *scout goggles* in transmit mode automatically grants anyone else wearing a set in receive mode a +2 circumstance bonus on their Spot checks to notice something the transmitting member has already spotted herself (perhaps a hidden guard or the tripwire to a trap). A person wearing *scout goggles* in receive mode can see both what they can normally see at their location and what the transmitting *scout goggles* see without being disoriented.

A set of *scout goggles* works only with the other goggles in its own set. Additional goggles can be made and joined to an existing set, but only if all other pairs are present during the creation of the new pair, allowing them all to be attuned together.

The creation information is for a single pair of *scout goggles*.

Faint divination; CL 5th; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 15,000 gp; Weight —. Author: Johnathan M. Richards and Matthew Sernett. Source: #319.

Shell of Amplification: This is a 7-inch-long conch shell with a hole at the point. When the command word is spoken, sounds made near the hole become audible and clear to all creatures who can hear (not deaf or within the area of a *silence* spell) within a 200-foot-radius spread. This negates any negative circumstance modifiers to Perform checks due to noise or poor acoustics and allows a speaker or singer to be heard clearly even in the midst of calamity. In addition, when a bard uses the fascinate ability through the shell, it increases the range of that ability to a 200-foot-radius spread and negates the need for the creature to see the bard or the bard to see the creature. Allies the bard sees and designates can be considered immune to his use of the fascinate ability.

Moderate transmutation; CL 7th; Craft Wondrous Item, *message*; Price 7,000 gp; Weight 1 lb. Author: S. Deniz Bucak. Source: #317.

Silver Collars of Adentrius: *Silver collars of Adentrius* prevent vampires from turning into their gaseous forms. When a collar is hurled at a vampire or vampire spawn, it expands and fits onto the undead creature on a successful ranged touch attack. The collar grips the vampire tightly, and the vampire is magically prevented from assuming gaseous form until the user speaks the command word to release it. The vampire or vampire spawn can break (and ruin) the collar with a successful DC 30 Strength check or escape with a successful DC 30 Escape Artist check.

If a vampire is reduced to 0 hit points while wearing the collar, the vampire is instantly destroyed.

Moderate transmutation; CL 10th; Craft Wondrous Item, *gaseous form*; Price 7,250 gp; Weight 3 lb. Author: Joseph R. Terrazzino. Source: #288.

Snake Charmer: The original *snake charmer* instruments were double-reed talimbas from a distant land. As knowledge of the instruments spread, the enchantment was applied to other instruments, and now *snake charmers* come in a variety of instruments. A *snake charmer* adds a +10 bonus on Perform checks when the bard using it tries to fascinate reptilian creatures (including creatures of the dragon type). This stacks with the +2 bonus for playing a masterwork instrument.

Faint enchantment; CL 3rd; Craft Wondrous Item, *enthrall*; Price 1,100 gp; Weight by instrument type. Author: S. Deniz Bucak. Source: #317.

Spider Masks: Found only in the possession of high-ranking clerics of Lolth, these masks grant great power, but they extract a terrible price upon the wearer. Once donned, the mask fuses itself to the wearer's face and cannot be removed short of use of a *limited wish*, *miracle*, or *wish*. Even if the mask is successfully removed in this manner, the wearer must make a DC 25 Fortitude save or be instantly killed by the fury of Lolth. Seeing such a mask, most drow immediately treat the wearer with a great deal of respect. There are three known types of masks:

Black Widow: This mask is midnight-black, with the distinctive red hourglass shape of the black widow spider located on the forehead. Unlike the other masks listed here, the wearer's mouth is visible, although it looks like he possesses huge, spider-like fangs. Eight small spider eyes are scattered evenly on the mask's surface. The wearer gains the following abilities:

- +4 profane bonus on Listen, Move Silently, Search, and Spot checks.
- *Cause fear* at will as if cast by a 15th-level sorcerer.
- The wearer gains the ability to make a single bite attack each round. This bite deals 1d8 damage and poison (DC 18 Fortitude save; initial and secondary damage 3d6 Constitution).

Brown Recluse: This dull brown mask completely covers the wearer's head, with only eight black eyes and two huge hairy fangs breaking the surface. The wearer gains the following abilities:

- +4 profane bonus on Spot and Listen checks.
- *Jump* and *spider climb* at will.
- The wearer gains the ability to make a single bite attack each round. This bite deals 1d6 damage and injects a terrible poison that begins to rot the wearer's flesh (DC 18 Fortitude save; initial and secondary damage 2d6 Constitution).

Phase Spider: This mask resembles that of a phase spider: white and blue, with eight silvery white eyes. The wearer gains the following abilities:

- +2 profane bonus on Spot, Search, and Listen checks.
- The wearer gains the ability to make a single bite attack each round. This bite deals 1d6 damage and poison (DC 13 Fortitude save; initial and secondary damage 1d6 Constitution).
- As a move action, the wearer can shift from the Ethereal Plane to the Material Plane. Shifting back to the Ethereal Plane also takes a move action. The ability is otherwise identical to the *ethereal jaunt* spell as cast by a 9th-level cleric. The wearer can shift between the planes at will.

Strong necromancy; CL 15th; Craft Wondrous Item, *jump*, *poison* (brown recluse); Craft Wondrous Item, *ethereal jaunt*, *poison* (phase spider); Craft Wondrous Item, *cause fear*, *poison* (black widow); Price 37,840 gp (brown recluse), 115,440 gp (phase spider), 56,150 gp (black widow); Weight —. Author: Eric Cagle. Source: #298.

Spy Glass: A *spy glass* appears to be a small, 1-ounce tumbler of delicate crystal or quartz with a gold-edged rim. Despite its fragile appearance, a *spy glass* is actually as strong as steel. Designed as a tool of espionage, attempts to detect the magic of a *spy glass* are interfered with by a permanent *Nystul's magic aura*.

The powers of a *spy glass* do not become apparent until the glass is placed against a wall. When this is done, the glass acts as a simple scrying device, allowing anyone who looks through the glass to see through the wall. This power functions only when the glass is placed against a wall. It cannot be used to look through floors, tables, ceilings, trees, or anything other than a constructed or carved wall. Because of the ease with which such an item can be misused, *spy glasses* are outlawed in some kingdoms.

Moderate divination; CL 5th; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 16,000 gp; Weight 3 lb. Author: Owen K.C. Stephens. Source: #289.

Sylvan Cloak: Originally created by a dryad sorcerer, many sylvan races fighting to preserve their woodland homes favor these cloaks. Elves and their allies possess the majority of these magic garments.

A *sylvan cloak* is mottled green in color with oak leaf designs in brown and gold running along its length.



Sylvan
Cloak

Heavy fabrics, such as burlap and wool, make up the cloak and a number of magical enhancements ensure that it never catches on branches or underbrush and that it faintly smells like a forest after a heavy rainfall. A copper brooch in the shape of an acorn gathers the cloak at the neck.

Anyone who wears a *sylvan cloak* gains a +4 bonus on Escape Artist checks and a +4 bonus on Fortitude saves made to resist the effects of extremely hot or cold environments. Creatures tracking a character wearing a *sylvan cloak* by scent take a –10 penalty on their Wisdom or Survival checks while tracking him through heavily wooded areas. This effect of the cloak does not inhibit trackers in any nonforested environment.

Faint transmutation; CL 5th; Craft Wondrous Item, *pass without trace*; Price 11,500; Weight 1 lb. Author: Kieran Turley. Source: #326.

Sylvan Cloak, Greater: Gifted to the staunchest of nature's defenders by members of fey and elven royalty, these heavy garments conceal far greater powers than their worn, simple appearances belie. Superficially appearing as *sylvan cloaks*, these magic items grant all of a *sylvan cloak's* abilities, as well as the ability for their wearers to *tree stride*, as the spell, once per hour. Additionally, a wearer can also animate a tree as per the *liveoak* spell once per day.

Moderate transmutation; CL 11th; Craft Wondrous Item, *liveoak*, *tree stride*; Price 153,360 gp; Weight 1 lb. Author: Kieran Turley. Source: #326.

Thespian's Mask: Sometimes called a "performer's face" or "actor's visage," each of these fascinating masks is a unique and intricate work of art. Fashioned by the greatest elven artists of the modern age, no two *thespian's masks* are alike.

A *thespian's mask* is carved from the finest ivory and then painted to resemble the face of a humanoid creature. Depending on the whim of the artisan creating it, a *thespian's mask* might, for example, bear a fearsome orc warrior's visage, the fair skin of an elven maiden, or the face of an old human sage.

When worn, the mask merges with its owner's face, changing his features to match those of the humanoid creature depicted upon it. The change affects the wearer as the spell *disguise self*, but it only changes the wearer's appearance to match that of the face the mask was crafted to depict. For example, a *thespian mask* in the form of a fair-skinned elven maiden would disguise its wearer—including clothing and equipment—as an elven maiden and nothing else. This ability remains in effect for as long as the mask is worn.

Faint illusion; CL 5th; Craft Wondrous Item, *disguise self*, Craft (sculpting) 10 ranks; Price 3,000 gp; Weight —. Author: Richard Farrese. Source: #328.

Tiara of Bast: Gold headpieces with various sizes of inlaid carnelian stones, these tiaras allow clerics of Bast to keep watch over her domain. When someone of good alignment wears the tiara, he can speak with any feline animal as if having cast *speak with animals*. In addition, once per day the user may influence a feline animal as per the spell *charm animal*.

Faint enchantment; CL 3rd; Craft Wondrous Item, *charm animal*, *speak with animals*; Price 8,000 gp; Weight —. Author: Kevin Hamilton. Source: #325.

Vampiric Goblet: A *vampiric goblet* always appears to be a finely crafted chalice of precious metal, usually platinum or gold. Twenty-four clear crystals are set

around the bowl of the goblet with a rune of a dagger etched above each.

The runic daggers in the goblet can be made to glow using a command word, which is never written anywhere on the goblet. Anyone who drinks from a *vampiric goblet* without speaking the command word takes 1 point of damage. Each hit point stolen by the goblet causes one crystal to turn ruby red. Once all twenty-four crystals are red, the goblet stops draining hit points.

If a second command word is spoken right before drinking, one of the crystals glows red, the person sipping from the goblet regains 1 hit point of damage, and the red crystal becomes clear once more.

If the drinker is uninjured, the hit point is lost.

Moderate conjuration; CL 5th; Craft Wondrous Item, *cure moderate wounds*; Price 8,100 gp; Weight 1 lb. Author: Owen K.C. Stephens. Source: #289.

Ventriloquist's Mouthpiece:

The *ventriloquist's mouthpiece* is a small golden tube about an inch long and one-eighth of an inch in diameter. It fits comfortably under the tongue when the performer is speaking normally and can be placed between the teeth (with the mouth closed) as a free action. It allows the performer to cast his voice as per the *ventriloquism* spell at will as a free action.

Faint illusion; CL 3rd; Craft Wondrous Item, *ventriloquism*; Price 6,000 gp; Weight —. Author: S. Deniz Bucak. Source: #317.

Vestment of Judgment: Holy garb created in the name of Anubis, *vestments of judgment* are black with gold trim and depict in gold thread the scales of judgment on the front and two jackals facing away from each other on the back. After a person of good alignment wears the vestment for thirty days, she is able to use it to cast *true resurrection* once per month. If a person of evil alignment dons the vestment, he must make a DC 16 Fortitude save each round or contract mummy rot (*Monster Manual*, page 190).

Strong conjuration; CL 17th; Create Wondrous Item, *contagion*, *true resurrection*, creator must be of good alignment; Price 95,000 gp; Weight 1 lb. Author: Kevin Hamilton. Source: #325.

War Mug of the Ogre Magi: This unusual item is a tall and heavy flagon usually of steel or bronze. It weighs 5 pounds and is designed for a larger than human-sized hand. A quart of liquid can be poured into the mug without quite reaching its brim. Even

when the mug is filled to capacity, its magic properties prevent any material from accidentally spilling out of it, no matter how much the mug is jostled, moved, or tipped. Drinks remain safely within the vessel unless lips touch its rim.

The true magic of a *war mug of the ogre magi* does not become obvious until it is used to strike someone. The mug is then revealed to be a simple weapon of some potency, striking for 1d6+2 points of damage. The mug also provides a +2 enhancement bonus on attack rolls made with it. All damage done by the mug is nonlethal damage. The mug is a favored weapon in barroom

brawls, allowing its wielder to knock out opponents without worrying about killing them—or spilling his drink.

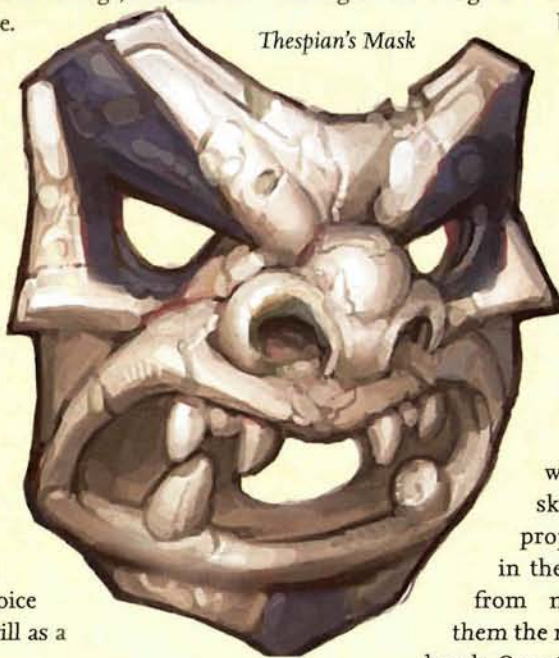
Moderate transmutation; CL 5th; Craft Magic Arms and Armor, Craft Wondrous Item, *greater magic weapon*; Price 8,315 gp; Weight 3 lb. Author: Owen K.C. Stephens. Source: #289.

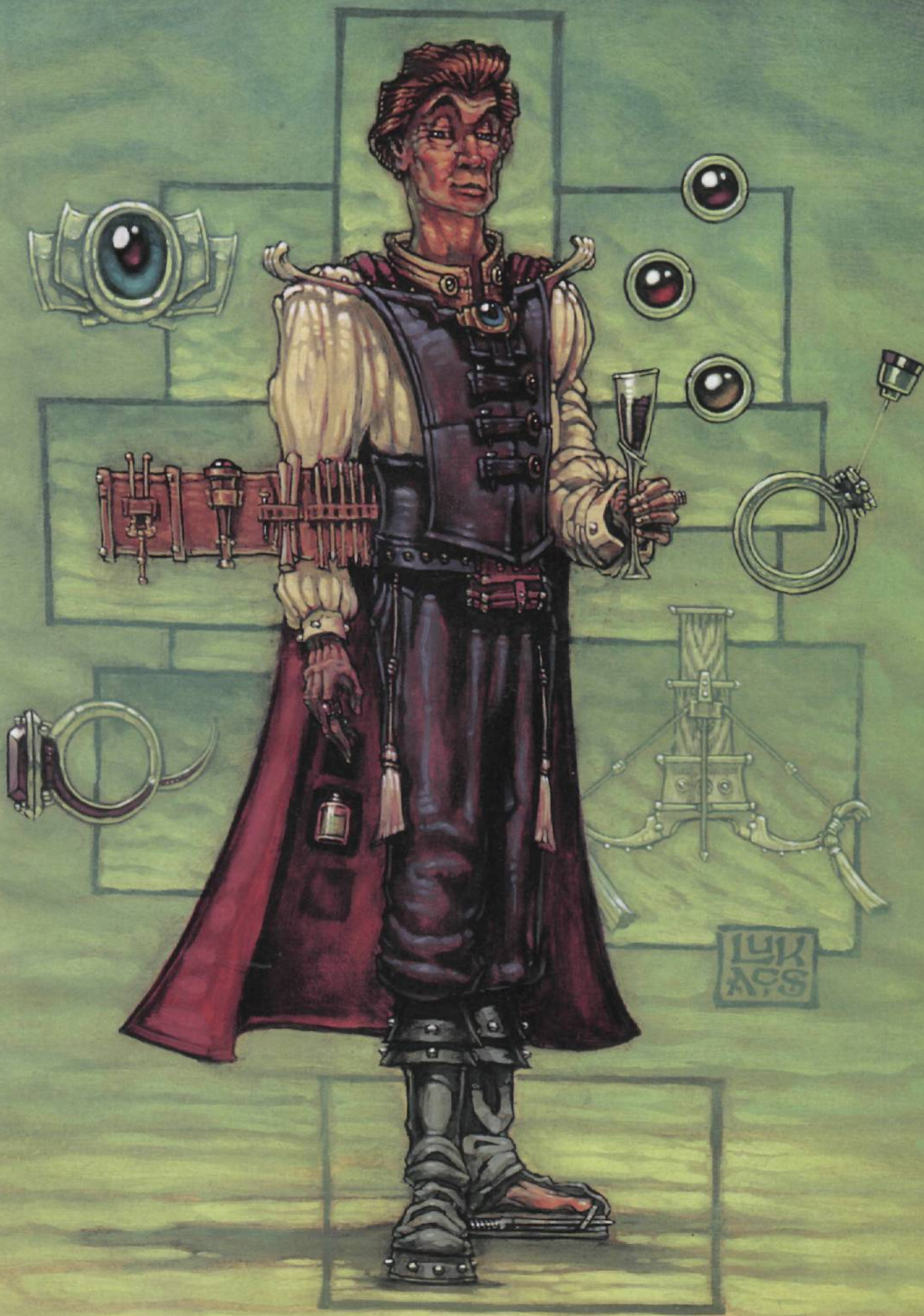
Z'henra's Tools: Z'henra was a drow torturer whose skill reached legendary proportions. She specialized in the extraction of information from mind flayers, considering them the most challenging of races to break. Over time, she created a series of magic implements of torture to help her crack through the most difficult wills.

The kit contains hooks, scalpels, barbs, razor-sharp tongs, and other sinister items, all of which are made of polished silver. The tools have an unusual activation: They must be placed one by one in front of the victim who has to be able to see them. After all of the tools have been placed, the torturer is then free to pick them up and use them on the victim. *Z'henra's tools* grant a +10 profane bonus on Intimidate checks during the course of the torture session. Once per day, the tools can generate a *zone of truth* as if cast by a 12th-level cleric. Curiously, this ability can only be activated after 1 full hour of torture with the tools has been performed. Sages speculate that Z'henra built in this safeguard in case the subject proved too difficult to break through conventional methods, and they remain convinced that the ability was rarely used.

Strong enchantment; CL 12th; Craft Wondrous Item, *zone of truth*; Price 8,640 gp; Weight 5 lb. Author: Eric Cagle. Source: #298

Thespian's Mask





CLOAK & DAGGER

Gear, Gadgets, and Gizmos for Your Game

by Eric Cagle and Evan Michael Jackson • illustrated by Chuck Luckas

The spy genre, made famous in literature and movies, is filled with daring bravado, double-crosses, and clandestine meetings in back alleys. But what would an espionage adventure be without a pile of wonderful gadgets to get the hero out of a jam? After all, a good spy never goes anywhere without a few tricks up his sleeve.

This article describes several new tools, weapons, and magic items that can be used in an espionage-oriented campaign. Also featured are a few special, premade "kits" that can be bought off the shelf from a character's local spy-supply house.

SPECIAL SUBSTANCES AND ITEMS

Spies often find the following alchemical items useful.

Catstink: Given the penchant of the powerful to guard their estates with dogs, more than one spy has had to make a quick getaway pursued by a pack of barking canines. A dose of catstink (which is actually an alchemical compound, not the urine or musk of felines) on your trail temporarily confuses the scent ability of any creature. The creature must make a successful DC 15 Survival check to regain the scent of any target it pursued before exposure to the catstink. Catstink does not prevent a creature with scent from using the ability in any other way (such as to detect or pinpoint a hidden creature); it only makes it more difficult for the creature to track by scent.

Slumberweed: When dried and ground to a powder, the leaves of this plant induce a sleeplike state resembling death for 8 hours if ingested or inhaled. Sometimes spies pack a dose of slumberweed into specially made neck-

laces with holes on either end that can act as an impromptu blowgun (usable only for delivering the powdery toxin). At other times, slumberweed is ingested by the spy himself, for the purpose of feigning death. A successful DC 12 Fortitude save negates the sleep.

Spy Button: Several versions of these specially designed buttons exist. They can be fancy or plain and are made to blend in with the clothing that they are sewn onto. To use a spy button, the wearer must rip it free from the article of clothing to which it is attached (no Strength check required) and throw it against a hard surface. The most common types of spy buttons are as follows.

Flash: This button creates a brilliant burst of light on impact. If a flash button detonates within 5 feet (1 square) of a creature, it must make a DC 15 Fortitude save or be dazzled for 1d3 rounds. Sightless creatures are not affected.

Smoke: This button produces a cloud of impenetrable black smoke that fills a 10-foot cube. It dissipates in 2 rounds, or a single round if affected by moderate or stronger winds.

Thundering: This button mimics the effect of a thunderstone, as described in the *Player's Handbook*.

Tongueloose: When ingested, usually dissolved in a drink or sprinkled over a meal, a vial of this powder induces a

D&D MEETS JAMES BOND

Many of the items in this article straddle the dividing line between the pseudomedieval technology of D&D and the high-tech gadgets of the modern world. Even with the inclusion of magic in the mix, some of these items could stretch players' credulity, since they resemble modern technology more than they do standard equipment from a different, older time. However, if the DM and players can find a way to rationalize such equipment, then the group's espionage-themed adventures might feel more true to the genre.

lethargic state for 1d3 hours, during which the subject is highly susceptible to suggestion. A successful DC 14 Fortitude save negates this effect. Anyone interacting with someone who has failed the save against a dose of tongue-loose receives a +4 circumstance bonus to Bluff, Diplomacy, or Intimidate checks against that person.

MUNDANE EQUIPMENT

Although magic items usually produce the most efficient results, characters engaged in espionage sometimes wish to make use of more mundane items to get the job done. Not only do these tend to be much cheaper, but they also have the advantage of easier concealment, since they don't detect as magical. Because of their unique (and questionable) nature, many of these items must be tailor-made, and the character making the request would be wise to pay a bit of extra gold to keep the craftsman's mouth shut.

Weapons

The following items are specialized weapons useful to spies.

Disguised Dagger: This weapon is a dagger with a stiletto-like blade disguised to look like an ordinary object, such as a ladies' hair comb or an ink pen. In addition to being easy to smuggle into well-guarded areas, a character receives a +5 bonus on Sleight of Hand checks to conceal the weapon, in addition to the dagger's usual +2 bonus. Dedicated spies even have masterwork or magical disguised daggers made for them.

Folding Bow: This bow has a joint in the middle that allows it to fold in half when unstrung, making it easier to conceal. A character can make a Sleight of Hand check to conceal a folded folding bow as if it were a small object. Only non-composite bows can be made into folding bows. Assembling or disassembling

a folding bow is a standard action that provokes an attack of opportunity.

Garrote Ring: The wearer of this large, ostentatious ring can detach the gem atop it and pull forth a length of extremely fine, tough wire that can be used to strangle an opponent. Pulling out the wire is a free action, but rewinding it requires a full-round action. For more information on using garrotes, see the Garrote Attacks sidebar or the description of garrotes in *Song and Silence*.

Modular Weapon: Extremely popular with assassins and spies alike, a modular weapon can be carried on the owner's person without drawing attention. A modular weapon is made up of several tiny and innocuous-looking components that snap, twist, or screw together to make a fully functioning weapon. Any simple or martial melee weapon that weighs 5 pounds or less may be made modular, as can hand crossbows, darts, and slings.

A modular weapon has two modular components for each pound of its weight. Each component is designed to appear as an article of clothing, jewelry, or almost any other ordinary wearable object. To recognize parts of a modular weapon, an observer must make a DC 20 Intelligence check.

A +1 bonus applies to this check for every two components of the modular weapon that the viewer can see.

Assembling or disassembling a modular weapon takes 1 minute.

Redistributing the individual pieces into their proper, disguised locations after disassembly

requires 1 additional minute. If any components

are missing, the weapon cannot be assembled.

Because they are not whole and solid, modular weapons tend to fall apart when subjected to serious abuse. Whenever the wielder rolls a natural 1 on an attack roll with the weapon, it breaks and falls apart, dealing no damage for the attack.

Poison Ring: This large but stylish ring has a reservoir that can hold a single dose of poison (injury only). To

deliver the poison, the wearer must flip down a tiny, hollow needle so that it protrudes from the palm side of the ring, then make a successful touch attack against her target. Locking the needle into place requires a standard action, but the wearer tends to look rather suspicious fussing with her ring. Alternatively, the wearer can attempt to position the needle one-handed with a DC 15 Dexterity check, but failing by 5 or more indicates that she has pricked herself with the needle and is subject to the poison. An observer can notice the needle protruding from the wearer's palm with a successful DC 30 Spot check.

The ring deals 1 point of damage on a successful touch attack, plus the poison's normal damage. The victim may have to make a DC 10 Wisdom check to recognize the source of the attack if not in combat.

Spring Dart Boots: The heels of these boots are slightly oversized so that each can accommodate a small, spring-loaded dart launcher equipped with a single dart. Firing the dart requires a full-round action. Because the dart deals only minimal damage, most users either coat it with poison (which must be purchased separately) or use the attack as a distraction.

Miscellaneous Items

The following items are miscellaneous ordinary objects and articles of clothing that have been altered to fit the special needs of a spy.

Climbing Boots: Built onto the insole and front of each of these sturdy, low-cut leather boots is a set of small, broad blades, which remain hidden until the wearer trips a special latch that causes them to spring forth and lock into place. These blades grant the wearer a +2 bonus on Climb checks made to climb wooden or stone surfaces. They do not hinder movement in any way, but they are too short to deal damage in combat. Deploying or retracting the blades requires a standard action. An observer must make a DC 15 Spot check to spot the blades when they're out or a DC 20 Search check to notice anything unusual about the boots when the blades are retracted.

Collapsible Grappling Hook*: This small grappling hook has flat, retractable tines that fold out. Because

**Extremely
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attention.**

it can be collapsed to a small size when not in use, the DC for Search checks made to find it when it is folded and hidden among a person's garments increases by +4.

*This item first appeared in the *Dungeons & Dragons Arms and Equipment Guide*.

Cord Shirt: This cleverly designed long shirt is made of a single piece of strong, flat, silk cord. It is stitched together in such a way that a tug in the right place unravels it into a 30-foot length of silk rope. Fully unraveling a cord shirt requires a full-round action. It cannot be restitched after it has been used in this manner.

Drop Sheath: This sheath affixes to the arm, allowing the wearer to conceal a light weapon in a sleeve and draw it quickly. The sheath gives the wearer a +5 circumstance bonus to Sleight of Hand checks to conceal a light melee weapon. In addition, the wearer can draw this weapon as a free action as if he had the Quick Draw feat (for this weapon only while sheathed in the drop sheath).

False Scabbard: This device is simply a scabbard that is made to be longer than the blade it holds. Concealed in the extended space is a secret compartment that serves a purpose similar to hollow boots (see below). A DC 20 Search check is required to reveal the sheath's hidden space.

Glass-Cutting Ring: This appears to be a normal diamond ring, but the stone is attached to a special hinge that allows it to be flipped in its setting, revealing a point that can be used to cut panes of glass (up to 1 inch thick) for the purposes of breaking and entering. Cutting glass can be a time consuming process. It takes 1 minute per quarter-inch thickness to cut a hole large enough for a Medium character to slip through.

Hollow Boots: The standard form of these boots employs a swiveling heel, inside of which small items can be concealed and secretly carried from one place to another. Using this means, maps, documents, and even small weapons (a garrote, for instance) can be smuggled into or out of restricted areas. Someone searching the wearer of hollow boots must succeed at a DC 24 Search check to discover the hidden compartments.

Hollow boots have also been used as a means of communication between agents and their handlers. The agent ostensibly leaves a pair of boots with a shoemaker to be repaired, secretly containing a message to be relayed to the handler. The handler drops off a similar pair of boots and the shoemaker, working as a cutout, then switches the two pairs, effectively concealing the exchange of information.

Infiltrator's Outfit:

This set of tight-fitting, matte-black clothing includes a long-sleeved shirt, trousers with numerous pockets, soft black shoes, and a black face mask or scarf that can be wrapped around the head. It also includes a cloth bandoleer that supports up to 5 pounds of equipment. Nonmetallic ties ensure secure attachment of items in a manner that minimizes noise.

Keymaking Set: Sometimes a spy devises the means to acquire a key necessary to his work, but must return it later in order to avoid arousing suspicion. Making copies of keys allows a spy continued access to restricted areas without fearing that the locks will be changed. This set includes all the tools necessary for a spy to make a working copy of a key in his possession or of which he has obtained an impression. All keymaking sets include two wax impression blocks (see below), as well as an assortment of small, incredibly sharp knives, blank keys, tiny files of all shapes, and polishing cloths of different coarseness. A character attempting to use the set must still make a DC 20 Open Lock check to make a key. Masterwork keymaking sets grant a +2 bonus to this check.

Making a key requires 10 minutes of uninterrupted work. For every 5 points the check exceeds the DC, it takes 1 minute less to copy the key.

Listening Cone: This simple cone is typically constructed of brass or a similarly inexpensive metal. When used to listen at a door, wall, or similar obsta-

cle, the user receives a +5 bonus to Listen checks to hear through the obstruction. The user suffers a -2 penalty to any other Listen checks made as long as he listens at the door. The cone has the

added benefit of protecting the user from defenses that may not be visible to the naked eye, such as contact poison.

Smuggler's Belt: Both smugglers and spies routinely use this wide cloth belt to hide small items beneath their clothing. A smuggler's belt can hold up to 1

pound of small items, such as papers, coins, or even a slender dagger. Anyone searching the wearer needs a successful DC 20 Search check to notice the presence of a smuggler's belt.

Spider: Also known as a house-breaker's harness, this standard climbing harness can be worn over light armor and comes with up to eight straps of leather attached to it. These straps vary in length but are generally up to 2 feet long and have metal rings attached at the ends that can be used for myriad purposes. Pieces of equipment can be hung on them for use while climbing, and ropes can be strung through one or more rings in such a way as to allow the climber to ascend but not descend, allowing her to let go of the rope without fear of falling. Additionally, climbing spikes can be hammered through the rings of two straps on either side of a window, giving a spy extra leverage to effect a break-in or simply observe whatever transpires inside.

Spider Wire: This extremely fine wire is typically stretched low across passageways to trip passers-by, or up high to cut the neck of anyone unlucky enough to blunder into it. For either application, the user must take a full-round action to secure each end of a length of spider wire to a solid object.

Any creature that enters a square equipped with low-slung spider wire must make a DC 15 Reflex save or trip over it. Creatures with more than two

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GARROTE ATTACKS

The following rules were originally presented in *Song and Silence*. A garrote attack uses the grappling rules from Chapter 8 of the *PLAYER'S HANDBOOK*, with a few additions.

Attack of Opportunity: A garrote attempt provokes an attack of opportunity from the target. If the attack of opportunity deals damage, the garrote attack fails.

Getting the Garrote in Place: To attack with a garrote, you must first loop the weapon over your opponent's head and work it into place around his neck. You must be able to reach the target's head, so you normally cannot garrote an opponent two or more size categories larger than yourself. However, if such an opponent is sitting or lying down, or you are attacking from overhead, a garrote attack might still be possible.

To begin a garrote attack, you must make a successful melee touch attack to grab your opponent. Unlike a normal melee touch attack, you do not ignore all your opponent's armor, since you might not be able to place the garrote properly if your foe's neck is protected. To determine the opponent's AC against a garrote attack, apply the appropriate modifiers from the table below.

Armor Type	AC Modifier Against Garrote Attack
Natural armor	Normal protection
Full plate	+4 armor bonus
Leather collar*	+4 bonus
Gorget*	+10 bonus

*Described in *Song and Silence*.

If you fail to hit with your melee touch attack, your garrote attack fails. If you are entitled to multiple attacks in a round, you can attempt to place the garrote multiple times.

Strangle: Make a grapple check. You do not automatically lose the grapple check if your opponent is two or more size categories larger than you are.

If you succeed, your opponent is considered grappled and has started to strangle. You immediately deal damage appropriate for the particular garrote you are using (see *Song and Silence* for details). Your Strength modifier applies to this damage, and if that modifier is a bonus, you get one and one-half times that bonus if you use both hands in the attack. If you fail the grapple check, you

legs receive a +4 bonus to this save. A creature that moved at least 50 feet that round also takes 1d3 points of damage, plus 1d3 points per 10 feet of movement beyond 50. Locating a spider wire trip wire requires a DC 15 Spot check under normal lighting conditions.

Any creature that enters a square equipped with a neck-height spider wire must make a DC 15 Reflex save or take 1d6 points of damage, provided that the wire is positioned at the correct height to make contact with its neck. A creature one size category smaller than the intended target can pass freely under the wire, and a creature one or more size categories larger is affected as if by the trip wire version. For each 10 feet of movement beyond 30 that the creature moved, it takes an additional 1d6 points of damage. Noticing a spider wire placed at this height requires a DC 10 Spot check under normal lighting conditions.

Spider wire comes on a spool in a 10-foot length. It has hardness 2 and 2 hp, and only slashing weapons can damage it. It has a break DC of 16. Spider wire can also be used to make a garrote attack (see the Garrote Attacks sidebar).

Tracing Dust: Ordinarily invisible to the naked eye, this powder adheres to anything it touches (or that touches it). When sprayed with an accompanying solution, a chemical reaction causes the powder to turn bright blue. Spies sprinkle this powder over various items in order to track who has handled them. When someone touches a treated item, the dust sticks to their hands and can be revealed if sprayed with the revealing agent. Tracing dust is sold in small jar-shaped containers with perforated lids that function like saltshakers.

Tracing Vellum: This finely crafted vellum is so thin as to be almost transparent, and it comes in 1-foot square sheets. Spies use tracing vellum to copy maps and other sensitive documents quickly.

When placed over a map, book, or other writing, a sheet of this paper allows the user to trace the image with great precision. The time required for tracing varies, but it usually takes 1 minute for a simple image, 10 minutes for an image of moder-

ate complexity, and 1 hour for a complicated drawing. Tracing vellum grants a +2 circumstance bonus on Forgery checks made to reproduce text, maps, or pictures.

The price of tracing vellum reflects the difficulty inherent in creating such thin, fine sheets.

This kit is designed to load down the spy with enough hidden weapons and gadgets to accomplish any mission.

Wax Impression

Block: When a key is pressed into this block of soft wax, a qualified craftsman can use the impression to make a working copy without having the actual key in hand. Since using a keymaking set requires special equipment and skill, it is

often more cost effective to pay an outside party to craft a copy. In other cases, it is simply inconvenient for a spy on a deep cover assignment to carry a keymaking set without arousing suspicion. The wax impression block allows a spy to carry the shape of a key to a location of solitude where the key itself can be created.

ESPIONAGE KITS

A spy can purchase any of the following prebuilt "kits" for use during particular kinds of missions. In general, the best kits are those that allow the spy to blend in with the local populace. For example, the most effective way to infiltrate a smithy is usually to appear as a blacksmith. Any weapons provided with the kit are of standard quality, although the purchaser may replace them with others of his choice by paying the full cost of the desired weapons.

Deceiver's Kit: The deceiver's kit is designed to load down the spy with enough hidden weapons and gadgets to accomplish his mission while making him appear to be an ordinary person. The three different types of deceiver's kits are as follows.

Artisan's Deceiver Kit: This kit allows a spy to impersonate an artisan of the desired sort but still carry hidden weapons and other spy gear. It includes an artisan's outfit, masterwork artisan's tools of the appropriate type, spring dart boots, a spool of spider wire, a garrote ring, and a modular short sword.

Commoner's Deceiver Kit: This kit comes with a peasant's outfit, two spy buttons (one thundering and one smoke) of plain styling, a modular long sword, a dagger, a quarterstaff, a pair of climbing boots, and a smuggler's belt.

Courtier's Deceiver Kit: This kit comes with a noble's outfit equipped with three elaborately styled spy buttons (one flash, one smoke, and one thundering), a poison ring, a signet ring, a modular hand crossbow, ten hand crossbow bolts, a cord shirt, three sheets of tracing vellum, ink pen and ink, and a pair of spring dart boots.

Infiltrator's Kit: While most spies rely on their charm and ability to bluff to get them into secure locations, sometimes a covert entry is required. This kit comes with an infiltrator's outfit, a spool of spider wire, a bag of caltrops, a collapsible grappling hook, and 50 feet of black silk rope. This kit costs 50 gp.

Second-Story Kit: This kit is designed for spies who need to access targets high off the ground. A second-story kit comes with an infiltrator's outfit, a spider, 100 feet of black silk rope, a collapsible grappling hook, a pair of climbing boots, ten pitons, a hammer, and a set of masterwork thieves' tools (for getting through locked windows at the top of the climb). This kit costs 216 gp.

NEW MAGIC ITEMS

Always looking for an edge, spies are happy to use magic to aid their endeavors. Below are some items your DM might make available to PCs. Spies prefer magic weapons that are neither flashy nor large. The best weapons are those that allow the wielder to get out of a scrape as quickly as possible. However, such items do detect as magical, so most spies take care to mix a few mundane items into their gear so as not to be deprived of all their tricks in case of detection.

Forgetful: This property can be placed only on a bludgeoning weapon. On a critical hit, a creature struck by a forgetful weapon must succeed at a DC 20 Fortitude save, or the creature also

loses all memory of the events that occurred within the previous hour, including faces, actions, and names. The creature may defend itself normally and does not lose prepared spells because of this ability, regardless of when they were prepared.

Moderate enchantment; CL 7th; Craft Magic Arms and Armor, *modify memory*; Price +1 bonus.

Amulet of Authority: Spies who routinely attempt to bluff their way into heavily guarded areas find this amulet especially useful. Three times per day, the user can change the appearance of the amulet, causing it to appear as any symbol or badge that he has seen before. When so disguised, it grants the wearer a +10 bonus on Bluff and Intimidate checks made to pass himself off as a person of authority in an organization that the opponent is familiar with. If the user attempts to pretend he is a member of a group that the opponents are not familiar with, the amulet provides only a +5 bonus. For example, if a user tries to pass himself off to a Royal Guard as a fellow member of that organization, he gains the full +10 bonus. But if he tries to tell the guard that he is a member of the Secret Police (which the guard has not heard of), the bonus is only +5.

Faint transmutation; CL 5th; Craft Wondrous Item, *glibness*, *silent image*; Price 6,250 gp.

Amulet of Dramatic Death: This powerful item activates when the wearer sustains enough damage to nearly kill her (reduced to -1 hit points or less). When activated, the amulet negates enough of the damage from the attack to bring the

wearer to 0 hit points. In addition, the wearer instantly gains the benefit of the *mislead* spell, except the illusory double appears in place of the wearer, falling prone in a convincing display of death. The wearer is instantly teleported 30 feet away in a random direction, invisible (per *mislead*) and now able to limp away to safety. The teleport effect never places the wearer in danger, so if she reaches -1 hit points in an environment with no safe area within 30

don't start strangling your opponent or dealing damage. Instead your opponent slips free and is no longer considered grappled.

Move in: Unless you used a locking garrote (see *Song and Silence*) to make your attack, you must move into the target's space in order to maintain the strangle. Doing so provokes attacks of opportunity from threatening enemies, but not from your target.

Maintaining a Garrote Attack: Once you have a garrote in place, have won the grapple check, and have moved into your opponent's space, you can continue to deal garrote damage with successful grapple checks as often as you are entitled to attempt them. If you can make multiple attacks in a round, you can use them to attempt grapple checks to deal damage. The garrote remains in place until you release your opponent or until it escapes your hold.

Unless you used a locking garrote to make your attack, you and your opponent are considered grappled while you maintain the attack. You cannot attempt to pin your opponent during your garrote attack, nor can you attack with another weapon.

While You're Being Garroted: Being garroted is just like being grappled, except that you take normal damage. You can attempt to escape the garrote by making a successful grapple check on your turn. You can also attack with a light weapon. Spellcasting is difficult, since you cannot use any verbal or somatic components. You may cast spells requiring only material components or focuses if you already have them in hand. If the spell is one that you can cast while being strangled, you must still make a Concentration check (DC 20 + spell level) to avoid losing it.

Cutting a garrote from your own throat is possible, but difficult. When buried in your neck, the garrote is AC 21. In addition, you take a -4 penalty on your attack, since you must try to avoid cutting your own neck. You cannot use the disarm action against an attacker who has a garrote wrapped around your neck.

Spies
prefer magic
weapons that are
neither flashy or
large, and that allow
them to get out of a
scrape as quickly
as possible.

feet, the mislead effect begins but with the wearer occupying the same space as her illusory double. Any ability that would normally penetrate *mislead* automatically pierces the illusory effects of the amulet.

An *amulet of dramatic death* is built with three charges. An amulet found as part of treasure typically has 1d2 charges remaining.

Moderate illusion; CL 11th; Craft Wondrous Item, *mislead*, *teleport*; Price 70,000 gp; Weight —.

Chime of Secrecy: When struck, this plain metal chime not only produces no sound, but it also dampens other noise within the area. Once per day, the user can strike the chime to produce a *zone of silence*. In addition, while this effect is active, the user becomes aware of any scrying attempt as if affected by the *detect scrying* spell.

Moderate divination and illusion; CL 7th; Craft Wondrous Item, *detect scrying*, *zone of silence*; Price 12,600 gp.

Clockwork Messenger: This intricate, clockwork device resembles a full-sized raven. The messenger has a small, concealed hollow within its body that can accommodate a Fine object, such as a folded map or vial. According to legend, spies of an ancient gnome culture that relied on intricate machines to befuddle enemies created the first *clockwork messengers*.

On command, the *clockwork messenger* animates, becoming a construct with the same ability scores as a raven (see *Monster Manual*, page 278), except that it has no Constitution score. In this configuration, the clockwork messenger can memorize a spoken message that takes up to 1 hour to recite. Once the message is complete, the user names the location of the intended recipient. The *clockwork messenger* then takes wing and flies non-stop until it reaches the named destination, taking the most direct route possible. Upon arrival, the *clockwork messenger* repeats the message

in its activator's voice. Once per day, a *clockwork messenger* may use *freedom of movement* (caster level 7th). It does so to escape capture or impediments.

The *clockwork messenger* cannot attack. It has a +5 natural armor bonus, hardness 10, and 1 hit point.

Moderate divination and transmutation; CL 11th; Craft Wondrous Item, *animate object*, *find the path*, *freedom of movement*, *message*; Price 4,500 gp.

Diplomatic Pouch: *Diplomatic pouches* are coveted items among nations that have agreed to a certain degree of diplomatic immunity for one another's representatives. The *diplomatic pouch* is a large, finely crafted leather purse, complete with a metal clasp and lock that can hold items weighing up to 10 pounds. It is typically embossed with the symbol of the nation that owns it, and arcane sigils cover the outside edges and the entire interior. Despite its fragile appearance, the pouch has damage reduction 10/magic, acid resistance 10, and fire resistance 10. The lock (Open Lock DC 30) resists *knock* and *dispel magic* spells as if it had spell resistance 15. A failed Open Lock check made to pick the lock releases a powerful shock that deals 5d6 points of electricity damage.

Strong abjuration; CL 9th; Craft Wondrous Item, *arcane lock*, *resist energy*, *shocking grasp*, *spell resistance*; Price 30,000 gp, Weight 2 lb.

Elixir of Perception: Consuming this liquid enhances the imbiber's senses for 1 hour, granting the drinker a +4 bonus on Open Lock and Disable Device checks, and a +4 bonus on Spot, Search, and Listen checks.

Faint transmutation; CL 3th; Craft Wondrous Item, *cat's grace*, *fox's cunning*, *owl's wisdom*; Price 1,000 gp.

Eyepiece of the Clear Wall: This hollow metal cone is 6 inches long and 4 inches across at the wide end, which is fitted with a clear crystal. Anyone who places the wide end against a solid object, such as a wall or chest, can peer through the narrow end and see what is on the other side of the intervening barrier. The eyepiece allows

ESPIONAGE EQUIPMENT

Item	Cost	Weight
Special Substances and Items		
Catstink	250 gp	—
Slumberweed	500 gp	—
Spy button		
Flash	50 gp	1/2 lb.
Smoke	30 gp	1/2 lb.
Thundering	40 gp	1/2 lb.
Tongueloose	150 gp	—
Mundane Equipment		
Climbing boots	25 gp	1 lb.
Collapsible grappling hook	3 gp	2 lb.
Cord shirt	20 gp	5 lb.
Drop sheath	600 gp	—
False scabbard	15 gp	1 lb.
Glass cutting ring	500 gp	—
Hollow boots	15 gp	2 lb.
Infiltrators outfit	6 gp	2 lb.
Keymaking set	50 gp	1 lb.
Masterwork	110 gp	1 lb.
Listening cone	10 gp	—
Smuggler's belt	4 gp	—
Spider	50 gp	3 lb.
Spider wire	10 gp	—
Tracing dust (with agent)	20 gp	—
Tracing vellum (1 sheet)	10 gp	—
Wax impression block	5 sp	1/2 lb.
Espionage Kits		
Deceiver's kit		
Artisan	341 gp	13 lb.
Commoner	266 gp	14 lb.
Courtier	501 gp	6 lb.
Infiltrator's kit	50 gp	13 lb.
Second-Story kit	216 gp	24 lb.

the user to peer through up to 6 inches of stone or masonry, 1 foot of wood, or 1 inch of metal. If the barrier exceeds those limits, the viewer sees only darkness. The eyepiece is usable three times per day, and the effect lasts for as long as the eyepiece is pressed against the object.

Faint divination; CL 3rd; Craft Wondrous Item, *clairaudience*, *clairvoyance*; Price 15,000 gp.

Earpiece of the Hollow Wall: The *earpiece of the hollow wall* looks like the eyepiece of the clear wall, except that the wide end is covered with a thin, durable skin. Anyone who places the earpiece against a wall or door can hear sounds as if he were standing on the other side of the intervening barrier. The earpiece has the same thickness lim-

itations as the *eyepiece of the clear wall* (see above).

Faint divination; CL 3rd; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 15,000 gp.

Homing Bag: When the command word for this item is spoken, the *homing bag* and any items contained within are magically teleported to a specific location. About the size of a large coin purse, *homing bags* are used by spies to send messages and important items back to their employers. Alternatively, a *homing bag* might be created in order to transport an item into a well-guarded location. The destination must be within ten miles of the *homing bag* for the magic to work. The bearer of the bag can set a new destination for items in the bag once per day, as a standard action. A *homing bag* can hold up to 20 pounds of items.

Strong transmutation; CL 13th; Craft Wondrous Item, *teleport object*; Price 55,000 gp.

Mantle of the Mundane: This cloak makes the wearer appear completely commonplace. In fact, he looks so average that he receives a +10 bonus to Hide checks while wearing it and attempting to blend into a crowd. In addition, those attempting to place or remember the wearer later must make a DC 14 Will save to actually remember any details about the individual, including hair or eye color, dress, possessions, height, weight, or even gender.

Faint illusion; CL 3rd; Craft Wondrous Item, *invisibility*; Price 10,000 gp; Weight 1 lb.

Necklace of Inflection: This slender gold choker is set with a small emerald, which covers the center of the wearer's throat. When worn, the neck-

lace allows the wearer to understand and speak any language she hears spoken. In addition, if the wearer spends 1 minute listening to a particular creature, she may choose to precisely mimic its speech patterns, gaining a +10 bonus on Bluff checks made to pass herself off as that creature. The necklace of inflection is most commonly worn with a disguise.

Faint transmutation; CL 5th; Craft Wondrous Item, *glibness, tongues*; Price 160,000 gp.

Scabbard of Deception: This unadorned and slightly battered scabbard appears to be the correct size to accommodate a longsword, but it can grow or shrink to hold any straight-bladed weapon, from a dagger to a greatsword sized for a Large creature. On command, the scabbard of deception and the weapon inside it take on the appearance of an innocuous, nonweapon item of roughly the same size, such as a walking stick, a tool, or a scroll case (user's choice). This illusion remains in effect for as long as the scabbard is in the owner's possession, or until the weapon is drawn. In addition, the scabbard of deception and the weapon it holds are protected by a *Nystul's magic aura* effect to make it seem nonmagical.

Faint illusion; CL 5th; Craft Wondrous Item, *major image, Nystul's magic aura*; Price 16,000 gp.


Vellum of Copying: *Vellum of copying* is made from the same superior material as tracing vellum (see above) and comes in the same 1-foot square sheets. When placed on top of a document, book, or map, *vellum of copying* reproduces the text and images with near-perfect clarity (a viewer can detect it is a copy with a DC 30 Forgery check).

On command, the scabbard and weapon inside it take on the appearance of an innocuous, non-weapon item of similar size.

Vellum of copying can also copy the text from magic scrolls and spellbooks, though none of the actual magic is transferred. Thus, the spells so reproduced cannot be cast or memorized from the vellum, but a spellcaster can use *read magic* to discern their nature. Copying a page of text with the vellum requires a full-round action.

A single sheet of vellum can store up to fifty pages of copied text, which the user can access with a mental command. Once the storage capacity has been reached, the next attempt to copy text destroys the *vellum of copying*. Copied text may not be erased or replaced with new text.

In addition to the above functions, the vellum can act as a translating device. The user may choose to "expend" two pages worth of text capacity to cause one page of copied text to appear in any one written language that he knows.

Faint illusion; CL 5th; Craft Wondrous Item, *comprehend languages, illusory script*; Price 13,500 gp. 

ESPIONAGE WEAPONS

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Wt.	Type
Light Exotic Weapons							
Garrote ring	50 gp	1d6*	1d8*	18-20	—	—	S
Spring dart boots	65 gp	1d2	1d2	20	10 ft.	2 lb.	P
Light Melee Weapons							
Disguised Dagger	+50 gp	**	**	**	**	**	**
Poison ring	45 gp	1	1	20	—	—	P
Special							
Folding Bow	+75 gp	**	**	**	**	**	**
Modular Weapon	+150 gp	**	**	**	**	***	**

*Damage is per round of successful grappling.

**As base weapon.

***Total weight as base weapon. Each individual component weighs 1/5 of the total weapon weight.

by Oliver Diaz and Robert J. Hahn • illustrated by Jeff Carlisle

TOOLS OF THE ASSASSIN

A trained assassin masters the arts of stealth, combat, and arcane magic. He blends magic with his natural talents, becoming a more efficient and deadly killer. His knowledge of arcane magic makes the assassin keenly aware of its potential, both as a weapon and a means to track his prey. Thus, he seeks items of power to increase his own potency, potentially even traveling the path of the wizard or sorcerer for a time to increase his arcane deadliness.

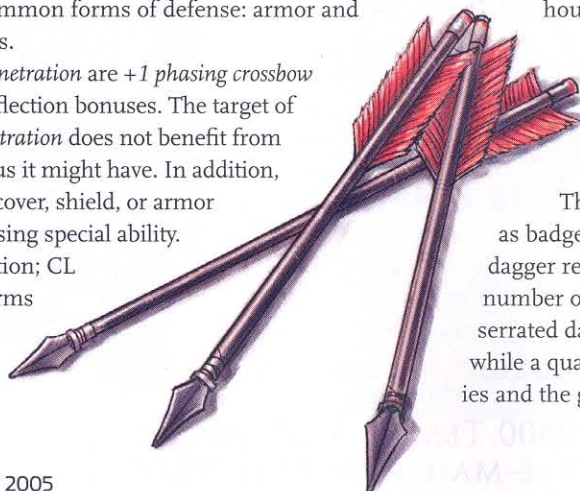
Insidious magic implements exist for those of assassin ilk. They are difficult to acquire and their deadly nature requires a practiced hand to employ them effectively. These items appear on lists of outlawed goods throughout the known kingdoms, possession earning imprisonment and, in some cases, death.

BOLTS OF ARCANIC PENETRATION

Killing nobles and wizards tends to be harder than one would expect. Most carry a variety of protective devices to defend against attacks from both mundane and magical sources. *Bolts of arcane penetration* seek to punch through two of the most common forms of defense: armor and magical protections.

Bolts of arcane penetration are +1 phasing crossbow bolts that ignore deflection bonuses. The target of a *bolt of arcane penetration* does not benefit from any deflection bonus it might have. In addition, the target loses its cover, shield, or armor bonus, per the phasing special ability.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *blink*; Price 650 gp; Weight —.



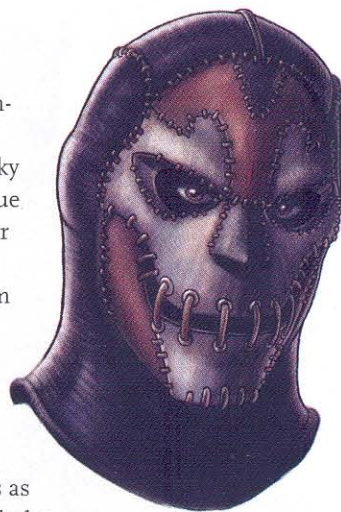
MASK OF THE REAPER

Most assassins desire anonymity and few work without a mask. Those innocents unlucky enough to see an assassin's true face often find daggers in their backs soon after. The *mask of the reaper* originally came from the mind of an assassin with a taste for the theatrical. He desired more than his victims' death. He wanted their fear.

A *mask of the reaper* appears as a grey knit mask with two eyeholes.

When worn, a *mask of the reaper* grants a gaze attack with a range of 30 feet. Any creature within range must make a DC 14 Will save or see in the wearer a manifestation of its worst fear, affecting the creature as the *cause fear* spell. The mask cannot affect a creature more than once in a 24-hour period, whether the target fails its save or not.

Moderate illusion; CL 7th; Craft Wondrous Item, *cause fear*; Price 30,000 gp; Weight —.



QUIET DAGGER

The Guild of the Silent Scream uses *quiet daggers* as badges of membership. The shape and design of a dagger reveals the wielder's rank, skills, specialties, and number of successful kills. For instance, a journeyman's serrated dagger with five notches might indicate five kills, while a quartz pommel specifies his mastery of arcane studies and the green-tinged blade his expertise with poison.

CURSED ITEMS, PORTABLE TRAPS

Ever wonder who bothers spending time and gold creating all those cursed magic items? Consider how easily a high-ranking cleric would fall victim to a *scarab of death* left surreptitiously by a wily assassin. Perhaps the assassin poses as a traveling lord and gifts a local duke with *armor of arrow attraction*, afterward insinuating himself upon the duke to join him on a hunt. Cursed items are portable traps, always debilitating... often deadly.

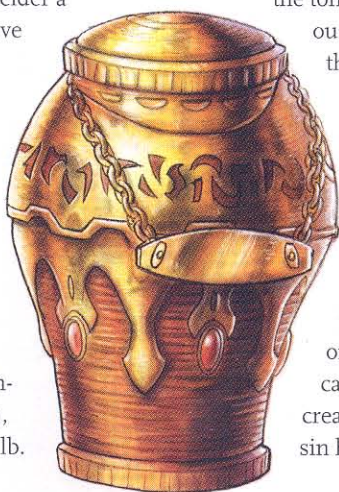
Quiet daggers come in three forms: apprentice, journeyman, and master. An apprentice acquires his dagger when he takes his first level in the assassin prestige class. He reaches the rank of journeyman at 5th level and master at 9th.

An apprentice's *quiet dagger* is a +1 *silent strike dagger* that grants its wielder a +5 competence bonus on Move Silently checks when held.

A journeyman's *quiet dagger* is a +2 *silent strike dagger* that grants its wielder a +5 competence bonus on Move Silently checks when held. It also functions as a *lesser silent metamagic rod*.

A master's *quiet dagger* is a +3 *silent strike dagger* that grants its wielder a +5 competence bonus on Move Silently checks when held, functions as a *lesser silent metamagic rod*, and grants its wielder SR 14.

Faint or moderate illusion; CL 3rd (apprentice), CL 6th (journeyman), CL 9th (master); Craft Magic Arms and Armor, *silence*, *dispel magic* (master dagger only); Price 10,800 gp (apprentice), 25,300 gp (journeyman), 59,300 gp (master); Weight 1 lb.



NEW WEAPON SPECIAL ABILITIES

Over the years, assassins have commissioned or discovered new ways of making their weapons more deadly and effective. Two recently created special abilities are phasing and silent strike, described here. Two of the items in this article use these special abilities.

PHASING

This special ability only applies to ammunition. Phasing ammunition allows the wielder to ignore a single solid obstacle no thicker than 5 feet. A phasing arrow can be shot through a glass window, stone rampart, or even an adamantite breastplate. When using phasing ammunition ignore cover, then shield, then armor of the target, in that order (you only get one). Once one form of bonus has been ignored, the rest apply normally. Natural armor, deflection, and dodge bonuses remain unaffected by phasing ammunition.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *blink*; Price +2 bonus.

SILENT STRIKE

Any creature struck by a silent strike weapon must make a DC 15 Will save or be silenced, as per the spell *silence*, for 4 rounds. Multiple hits from a silent strike weapon reset the duration of the silence but do not otherwise stack.

Faint illusion; CL 3rd; Craft Magic Arms and Armor, *silence*; Price +1 bonus.

REQUIEM JAR

This tonic of black sludge is typically encased in a barrel-shaped bronze receptacle, around which hangs a chain with a blank plaque. To use this tonic, it must be poured into a corpse's mouth. From there it magically works its way through the body, causing the corpse to deteriorate at an incredible rate. In 1 round all remnants of the corpse's flesh and blood dissolve into dust. In 2 rounds the creature's bones or exoskeleton completely crumble and in 3 rounds the resulting dust magically whirls up and flies into the empty container formerly housing

the tonic. On the previously blank plaque the creature's name magically appears. This magical process ensures three things: the creature's remains are obfuscated from searching parties, a *raise dead* or *resurrection* spell cannot revive the dead creature, and the assassin has portable proof of

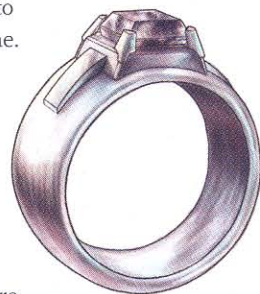
the victim's demise. The remains in the jar are sufficient for a *resurrection* spell should they be emptied out.

Living creatures that drink the fluid within a *requiem jar* are not affected by its magic, but are sickened for 1 hour.

Faint evocation; CL 3rd; Craft Wondrous Item, *disintegrate*; Price 3,300 gp; Weight —.

RING OF STALKING

This delicate silver band has a single black diamond set on its surface. To activate the ring, the wearer must speak a command word and then the name of a creature known to the user into the stone. If the wearer concentrates on the creature and holds his hand aloft, the ring's gem glows when held in the direction of the named creature. There is no limit to the ring's range except that the target must be on the same plane as the wearer. When the wearer is within 120 feet of the target the ring glows continuously and grows



warm to the touch. At that point, the proximity of the target is too close to reveal its exact direction. Changing the ring's target is a full-round action.

Strong divination; CL 13th; Forge Ring, *greater scrying*, *locate creature*; Price 56,000 gp; Weight —.

ROD OF DEADLY FUNCTION

A dark variation of the *rod of lordly might*, this slim black rod has a series of studs along its base. Its design is cruel and utilitarian, like a torture device version of a traditional *rod of lordly might*. The *rod of deadly function* has numerous magical and mundane functions activated either by concentrating or by pressing one of the studs along the base

The following spell-like functions of the rod can each be used once per day.

- *Deep slumber* upon touch, if the wielder so commands (Will DC 14 negates). The wielder must choose to use this power and then succeed on a melee touch attack to activate the power. If the attack fails, the effect is lost.
- *True strike*.
- Deal 2d4 hit points of damage to an opponent on a successful touch attack (Will DC 17 half) and cure the wielder of a like amount of damage. The wielder must choose to use this power before attacking, as with *deep slumber*. If the attack fails, the effect is lost.

The following weapon functions of the rod have no limit on the number of times they can be employed.

- In its normal form, the rod can be used as a +1 *light mace*.
- Pressing button 1 turns the rod into a +1 *keen rapier*.
- Pressing button 2 turns the rod into a +2 *returning throwing axe*.
- Pressing button 3 causes a steel-chain whip to form that acts as a +3 *whip dagger* (page 7 of the *Arms and Equipment Guide*).



- Pressing button 4 causes the rod to extend various lockpicking tools which function as a set of master-work lockpicks. The tools it creates include picks, files, manual drills, spikes, levers, and wrenches.

Strong divination, enchantment, evocation, and transmutation; CL 18th; Craft Rod, Craft Magic Arms and Armor, *deep slumber*, *true strike*; Price 60,000 gp; Weight 5 lb.

GOGGLES OF SCRUTINY

Degen Sheve epitomized the artistry of dealing death. Known for his outrageous prices and impeccable service, Degen became a legend. All that changed after he was cursed by a wizard relative of one of his marks. The curse left him nearly blind. Fearing the end of his assassin career, Degen turned his attention to magical research, seeking a cure for his ailment. Ten years later, after having the curse partially lifted, he crafted a pair of goggles that counteracted the remainder of the wizard's curse, allowing Degen to take revenge and regain his place in his guild.

Goggles of scrutiny grant their wearer a +2 bonus on all Search and Spot checks. In addition, any creature with the death attack special ability need only study a potential victim for 2 rounds instead of 3.

Strong divination; CL 12th; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 12,000 gp; Weight —.



WRAITHBLADE

This slender, wicked dagger seems carved from a single unclean bone shard. The yellowed surface is damp and pinkish in places, as if freshly drawn from a newly fallen corpse.

Legends speak of the creation of the *wraithblade* by the infamous assassin Szeptem Mor, credited with the slayings of countless victims, including no fewer than seven kings and two high priests of Pelor. The relentless killer

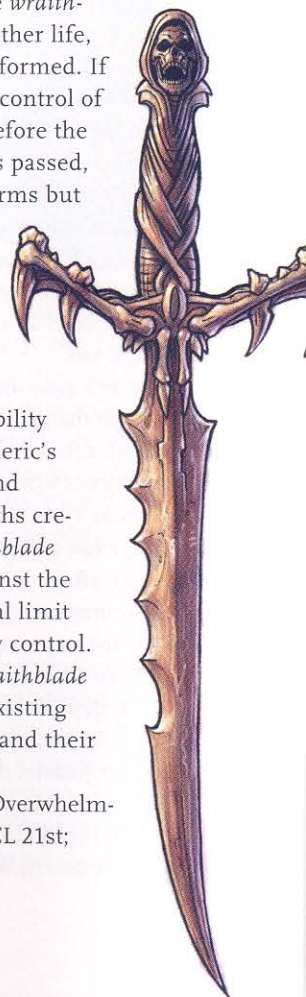
gained his infamy from his slow, painful killings, making him a favorite for grudge assassinations.

The *wraithblade* is a +4 *ghost touch dagger* with other, more harrowing powers. Any living target struck by the *wraithblade* must succeed at a DC 16 Fortitude save or suffer 1d6 points of Constitution damage. The soul of any creature killed by the *wraithblade* becomes a thrall of the blade's wielder and serves him as a wraith. It takes 1 minute (10 rounds) for the soul to manifest as a wraith under the absolute control of the *wraithblade's* wielder. A creature whose soul is made into a wraith in this manner cannot be brought back from the dead until the wraith is destroyed. The number of wraiths

created in this way can never exceed one plus the user's Charisma modifier (minimum of one wraith). If the maximum number of wraiths already exist

and the *wraithblade* claims another life, no new wraith is formed. If the wielder loses control of the *wraithblade* before the entire minute has passed, the wraith still forms but it immediately attacks the *wraithblade's* wielder. If the wielder can control undead through a class ability (such as an evil cleric's ability to command undead) the wraiths created by the *wraithblade* do not count against the character's normal limit of undead he may control. Whenever the *wraithblade* changes hands, existing wraiths dissipate and their souls find rest.

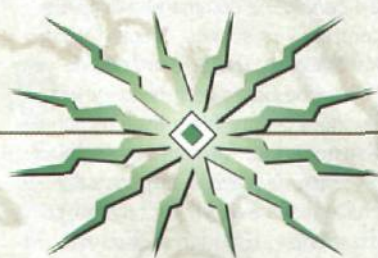
Minor artifact; Overwhelming necromancy; CL 21st; Weight 1 lb.





ISCRY

SPYING AND DIVINATION MAGIC ITEMS



by Johnathan M. Richards and Matthew Sernett • illustrated by Dave McClean

The act of scrying often plays an important role in a D&D game. Through various scrying spells and magic items, a spellcaster can spy upon areas and individuals around the world and even on other planes. As PCs gain greater power, it is expected that they will use such divinations to aid them in accomplishing their goals. However, there also exist ways to prevent the success of scrying attempts, from spells such as *false vision* and *screen* to magic items like an *amulet of proof against detection and location*. Just as some fields of magical research strive to make scrying easier, others work equally hard to prevent the success of these efforts.

This article advances both sides of the issue by providing magic items that aid in scrying and also those that prevent its success (or at least punish those who successfully scry upon the item's user). These latter items might be of particular interest to those DMs whose players have gotten into the habit of having their PCs scry on the main enemy and then teleporting over to deal with him, in effect bypassing the bulk of the adventure.



AMULET OF DECEPTION

Amulets of deception are used to confuse those who might scry upon their wearers. Each *amulet of deception* is a 1-inch-wide, 2-inch-tall gold locket on a thin chain of golden links. The amulet is often oval- or heart-shaped and opens up to reveal a tiny portrait, such as one might keep of a lover or spouse. However, the image that appears in the locket is also the one that appears in place of the wearer if she is ever scried upon or in the area of a scrying effect while wearing the *amulet of deception*. The amulet also grants the wearer a +2 insight bonus on Intelligence checks to notice a scrying sensor, but it does nothing to prevent the scrying from continuing other than cloak the wearer in the appearance depicted in the amulet. Many who work in the shadows use these devices to prevent their enemies from determining their true appearances.

Faint illusion; CL 5th; Craft Wondrous Item, *disguise self*; Price 1,200 gp.



CIRCLLET OF CONVOCATION

Some people really don't like being scried upon. For these

individuals, the *circlet of convocation* gets the point across. This silver circlet contains five green gems, each sparkling with radiance from within.

The *circlet of convocation* provides a +5 insight bonus on the wearer's Intelligence check to notice a scrying sensor. If the wearer notices a scrying sensor, he may use the *circlet of convocation* as a standard action to instantly appear in a random open square adjacent to the scryer. This travel is a flawless teleportation that can even cross the boundaries of planes. Each time the *circlet of convocation* is used to transport the wearer to a scryer, one of the five gemstones "burns out." In effect, the *circlet of convocation* is a five-charge magic item with each such use expending one charge. If there is no open adjacent square, the teleportation attempt simply fails, and a gem is not burnt out.

Even after all five charges have been used, the circlet continues to provide its +5 insight bonus on detecting scrying sensors.

Using the power of the circlet has its disadvantages. The circlet does not grant any information about the scryer

or guarantee the safety of the environment that is the wearer's destination.

Strong conjuration; CL 13th; Craft Wondrous Item, *detect scrying*, *greater teleport*, *planeshift*; Price 4,775 gp.



DEATHGLANCE LOCKET

This small locket is an anti-scringing device not in the sense that it prevents scrying upon the subject, but rather that it is used to punish those who would so intrude upon the subject's privacy. A *deathglance locket* is a 1-inch tiger eye gemstone on a slim golden chain. It is worn about the neck and counts as an amulet in terms of magic items worn. The *deathglance locket* grants its wearer a +2 insight bonus on Intelligence checks to notice scrying sensors. When the wearer notices a scrying sensor, she may call upon the power of the locket to strike back at the scrier. Once per day upon command, the *deathglance locket* traces the scrying sensor's magic back to the scrier's location and sends an immaterial copy of its tiger eye gem hurtling his way. From the scrier's point of view, it's as if the tiger eye gem suddenly flies from the locket and speeds in his direction. The scrier immediately suffers 10d6 points of damage (DC 20 Will save for half) and must make a Concentration check (DC 10 + the damage dealt by the *deathglance locket*) or the scrying effect ends.

Moderate abjuration; CL 11th; Craft Wondrous Item, *detect scrying*; Price 3,860 gp.



GOLDEN BEHOLDER

A *golden beholder* is a magic scrying device that shares its form with its monstrous namesake. With all of its pieces collected and in place, the *golden beholder* looks like a 2-foot-diameter sculpture of a beholder made of gold. The large central eye is a sphere of glass set half inside the face of the sculpture, while the eyes on the metal stalks are made of hard clear gemstones of moderate value.

Each of the ten eyestalks can be withdrawn from the beholder, revealing a dagger blade. The *eyestalk daggers* are always of masterwork quality and are worth approximately 450 gp due to their fine craftsmanship and the gemstone "eye" that forms the dagger's pommel. Most *golden beholders* are made by Medium creatures, and thus

their eyestalk daggers are made for use by Medium creatures. Each *eyestalk dagger* is imbued with a permanent *Nystul's magic aura* effect that makes it seem nonmagical. *Detect magic* does not detect the aura of an *eyestalk dagger*, but as with *Nystul's magic aura*, an *identify* spell cast on the *eyestalk dagger* allows the caster a DC 10 Will save to recognize magic in the dagger and detect its divination and illusion auras.

When removed from the body, each *eyestalk dagger* functions as a scrying sensor for the golden beholder's central eye. Touching the sheath-hole of a removed *eyestalk dagger* and saying the *golden beholder's* command word sets the central eye's scrying focus to that *eyestalk dagger*. The *golden beholder* user sees and hears with his own visual and auditory acuity from the position of the gemstone that forms the pommel of that *eyestalk dagger*. An impenetrable gray haze hides everything beyond 30 feet from view, although sounds that issue from beyond that distance are still audible if the user could normally hear them from the dagger's position.

Creatures within the area watched by an *eyestalk dagger* do not gain an Intelligence check to sense it as a scrying sensor, but a creature under the effects of a *detect scrying* spell can do so with a successful DC 10 Will save. Creatures within the area viewed by the *eyestalk dagger* do not gain a Will save to resist being seen and spell resistance does not apply. Anti-scringing spells, such as *mind blank* or *screen* function normally, hiding or disguising the creature or area from the *golden beholder's* user as described by the spell. If the gemstone is removed from the *eyestalk dagger*, or the *eyestalk dagger* is otherwise broken or destroyed, the user of the *golden beholder* cannot use that dagger as a scrying sensor.

The scrying link between the *golden beholder* and its *eyestalk daggers* withstands any distance, even separation across different planes. The scrying effect of an *eyestalk dagger* cannot be dispelled, but a successful targeted *dispel magic* attempt made against an *eyestalk dagger* suppresses that dagger's function for 1d4 rounds. An *antimagic field* also suppresses the *golden beholder's* ability to access an *eyestalk dagger*.

A *golden beholder* user can cast spells through the device as though using the *greater scrying* spell.

Golden beholder owners use the potent item in many different ways. Most commonly, *eyestalk daggers* are given to allies (or allowed to fall into the hands of enemies) so that the user can keep track of other creatures' movements and actions. Other *golden beholder* owners use them as security devices, hiding *eyestalk daggers* in key locations such that they are not easily spotted but have good views of the surrounding terrain.

Strong divination; CL 13th; Craft Wondrous Item, *greater scrying*, *Nystul's magic aura*; Price 38,000 gp; Weight 100 lb.



IOUN STONE (BLACK AND WHITE ELLIPSOID)

This *ioun stone*, an ellipsoid mottled in black and white, provides the equivalent of a *mind blank* spell in regards to scrying. That is, if anyone attempts to scry directly upon a person using this type of *ioun stone*, the attempt automatically fails. If they use a scrying device or spell to scan an area that the person with the *ioun stone* is in, they'll see the area but not the person. The *ioun stone* does not provide any of the non-scringing benefits of the *mind blank* spell, such as immunity to spells, effects, and devices that otherwise detect, influence, or read emotions or thoughts.

Strong abjuration; CL 15th; Craft Wondrous Item, *mindblank*; Price 60,000 gp.



MIRROR OF CAPTURED IMAGES

A *mirror of captured images* appears to be a finely wrought silver mirror, typically 3 feet tall by 4 feet wide and held in a frame containing twenty-four embedded gemstones. It has a retractable leg on the back of its frame allowing it to stand upright upon a desktop or dresser, but it is more commonly hung upon a wall at the appropriate height for proper viewing by its owner.

The *mirror of captured images* is slightly different than most scrying devices in that it can be set to begin scrying and then continues to do so automatically until the effect is dispelled or it is commanded to stop. Upon utterance of a command word, the mirror views another place as if with *clairvoyance*, but vision extends even onto other planes provided that the user is

sufficiently familiar with the chosen place. A second command word begins recording the images from the distant location depicted in the mirror's surface, storing these images in the twenty-four gems. Each gem holds one hour's worth of images, so the whole mirror can store up to a full day's images. If left activated for more than 24 hours, the mirror begins "recording over" the oldest images so that only the most recent 24 hours are kept on record. Using the second command word again stops the recording.

If a third command word is uttered while touching one of the gemstones on the frame, the mirror "plays back" the images it has stored within that gem. Finally, a fourth command word uttered while touching a gemstone takes it out of the "continuous recording loop" so that the hour's worth of images can be stored there indefinitely without being "recorded over" in subsequent uses of the mirror. Of course, this lowers the length of time available to the mirror for continuous recording. If at a later time the user wishes to record over the images stored in a gem, repeating the fourth command word while touching the gem in question returns it to the pool of available gemstones for continuous recording.

Mirrors of captured images are often used in magical stakeouts, when someone is expecting a particular item to be stolen and wishes to capture the identity of the thief without remaining in the area himself. They are also occasionally used for blackmail purposes, capturing indiscretions that the instigators would rather not become public knowledge. As the mirror has no auditory capability, Spot is an invaluable skill when using this device to spy upon others' conversations.

Strong divination; CL 13th; Craft Wondrous Item, *clairaudience/clairvoyance, planeshift*; Price 40,000 gp; Weight 40 lb.



RING OF SCRY DETECTION

This unobtrusive gold ring is inscribed with images of eyes on its interior curves. The wearer of this ring constantly benefits from the *detect scrying* spell.

Moderate divination; CL 7th; Forge Ring, *detect scrying*; Price 28,000 gp.



RING OF THE EVIL EYE

A *ring of the evil eye* is a cursed item that appears to be a moist living eye set in a large gold ring. This disturbing item provides its wearer with a +6 bonus on Spot checks and a

+2 bonus on initiative rolls, and that appears to be the item's only function. Yet if the wearer is the target of a divination (scrying) spell, he automatically fails any saving throw to resist the scrying spell, and the spell automatically penetrates the wearer's spell resistance (if any).

A simple *detect magic* spell yields only a faint transmutation aura on this item. An *identify* spell has a 1% chance per caster level to reveal the item's true properties. *Analyze dweomer* reveals the ring's true nature.

Moderate divination; CL 7th; Forge Ring, *clairaudience/clairvoyance, scrying*; Price 6,000 gp.

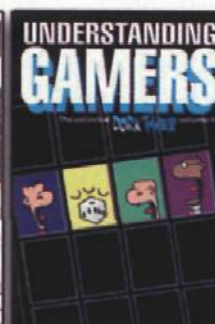
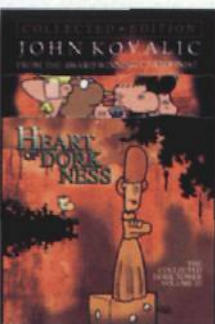
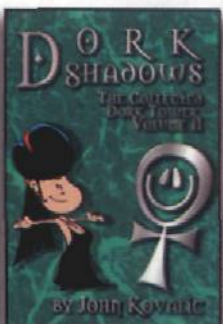
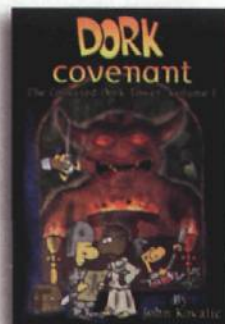


SCOUT GOGGLES

A magic item traditionally made in pairs, a set of *scout goggles* consists of at least two pairs of identical goggles. Each pair has two clear lenses that fit over the eyes and are held in place by a leather band securing them to the head. A pair of scout goggles is activated by command word; once triggered, anything viewed through that pair of goggles is also sent to the other pair (or pairs) in the set, allowing other wearers to see what the transmitting user sees. Most commonly, whoever normally takes "point" in a

the collected

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scouting mission activates her pair and allows other party members (those who have a pair of *scout goggles* from the same set) to see through her eyes. This allows the rest of the party to know if she gets into trouble while separated from the group.

Each pair of *scout goggles* has two command words: one to send visual information to the other goggles in the set, and a second command word to receive such information. When one pair is triggered in "transmit mode," it sends a mental signal to the wearers of the other goggles in the set that information is ready to be received, then each user must activate her goggles in "receive mode" to see through the other goggles. A single pair of *scout goggles* cannot both send and receive visual information simultaneously. Repetition of the same command word "shuts off" the *scout goggles*. Transmission occurs over any distance but not across planes.

A person using a pair of *scout goggles* to see what the transmitting wearer sees becomes susceptible to any gaze attacks or visual-based spells that might affect the transmitting wearer. For instance, if a transmitting wearer encounters a medusa, she must make a Fortitude save to prevent being petrified, and so must anyone else currently tapped into her pair of *scout goggles*. Each individual makes her own saving throw in such instances.

A person with *scout goggles* in transmit mode automatically grants anyone else wearing a set in receive mode a +2 circumstance bonus to their Spot checks to notice something the transmitting member has already spotted herself (perhaps a hidden guard or the tripwire to a trap). A person wearing *scout goggles* in receive mode can see both what they can normally see at their location and what the transmitting *scout goggles* see without being disoriented.

A set of *scout goggles* works only with the other goggles in its own set. Additional goggles can be made and joined to an existing set, but only if all other pairs are present during the creation of the new pair, allowing them all to be attuned together.

The creation information is for a single pair of *scout goggles*.

Faint divination; CL 5th; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 15,000 gp.



SCRYSKULL AND SCRYSKULL HELM

A *scryskull* is a handy scrying device, in many ways much like a physical *arcane eye* with even more utility. Each *scryskull* has two main components: the floating skull used as a sensor device and the larger skull used to control the sensor. This larger skull is often referred to as a *scryskull helm*.

The *scryskull* itself is made from a normal skull (usually humanoid in origin) lightly etched with faint runes that completely cover the surface. A *scryskull* can often be overlooked as nothing more than a normal skull, especially if spotted in an area where one might expect to see such things: among other bones on the floor of a carnivore's cave, on the shelf of a wizard's den or alchemical laboratory, and so forth. A close examination of the skull automatically reveals the runes on its surface; otherwise a creature must succeed at a DC 15 Spot check to see them.

When the user of a *scryskull helm* activates the *scryskull's* powers, he can see through the "eyes" of the *scryskull* as if using an *arcane eye* spell. When the *scryskull* is actively being used as a scrying device, twin points of red light illuminate in the skull's eye sockets.

The wearer of the *scryskull helm* can do more than see through the "eyes" of the *scryskull*, though: He can also hear sounds in the *scryskull's* location with his own auditory acuity and speak through the skull's mouth. In addition, the *scryskull* flies at a speed of 60 feet with perfect maneuverability. If deactivated while in the air, a *scryskull* sinks slowly to the ground as if under the influence of a *feather fall* spell. *Scry-skulls* have hardness 5 and 10 hit points, and they are usually three size categories smaller than the creature from which the skull was taken (a Medium creature's skull is Diminutive).

A *scryskull helm* is nearly identical in appearance to a *scryskull*, but with a few differences. First, a *scryskull helm* is often larger than the *scryskull* to which it is linked, as the helm must be placed over the head of the user and worn like a helmet. The bottom of the skull used for a *scryskull helm* is usually carved out to allow for such

use. The lower jaw of the skull is not necessary for a *scryskull helm* and is often discarded. Ogre and giant skulls are commonly modified for use as *scryskull helms*, although dragon-skull helms are not unknown. The helm need not be the same type as the *scryskull*. However, close examination reveals the same types of runes lightly etched over every surface of the *scryskull helm*.

The user dons the *scryskull helm* and activates the *scryskull* via a command word, so long as both components are on the same plane of existence. At that point, he sees through the *scryskull's* "eyes" and hears through its "ears." At will, he can choose to speak through the *scryskull* and move it around via its flight abilities.

While wearing an activated *scryskull helm*, the user does not see through his own eyes or hear through his own ears, so he might be oblivious to events around him. As soon as he removes the *scryskull helm* or deactivates the *scryskull* with a command word, his normal vision and hearing is restored.

Moderate divination; CL 7th; Craft Wondrous Item, *arcane eye, clairaudience/clairvoyance, magic mouth*; Price 25,200 gp; Weight 3 lb. (helm), 3 lb. (skull).

SNEAKY, STEALTHY, & STYLISH

New Magic
Items for
Assassins,
Rogues,
and Bards

by Richard Farrese • Illustrated by Mike May



Amulet of Good Fortune



Bracers of Blocking



Fey Flute

Perhaps more than any other characters, bards and rogues take great pride in their skills and abilities. When it comes to using their skills, most of these heroes rely on what they refer to as the tools of the trade. Whether they need to defend themselves, disarm a deadly trap, or charm an audience, most professionals rely on a number of tools to make a decent (or indecent) living.

Armors

Most rogues prefer not to wear armor, allowing them to stay light on their feet and as nimble as possible, but the dangers of the adventuring life often incite them to don protective garments. The following items both provide protection and fit the ideals of the stealthy professions.

Armor of the Woodland: The elves of ancient times constructed these armors from the leaves and bark of birches, oaks, and maples. Few elven craftsmen remember how to make these garments today, and fewer still actually fashion them. The origin of these strange and supple armors is unknown, but legends hold that the elven gods revealed the secret of their making to their children. Legends also say that the warriors of the first elven armies wore such suits of armor and that they became known for their uncanny ability to ambush any opponent who journeyed through their forest homes. Whether these stories are true or not, these light suits are extraordinarily well fashioned, and many druids, rangers, and rogues cherish them.

Shaped in the form of a leather vest, a suit of *armor of the woodland* comes complete with shoulder pads, elbow protectors, and greaves. The armor, which is almost as light as a wool shirt, looks like a jumbled pile of crushed leaves, broken branches, and thin pieces of bark. The most common of these suits are of a dark green color, but shades can vary from bright reds and oranges to pale yellows and greens.

Armor of the woodland is a suit of +3 leather armor. Whenever the wearer of such a suit of armor travels through a forest, he adds 10 feet to his base land speed and gains the trackless step ability of druids. The armor's most impressive power allows its wearer to enter trees and magically transport from one to another three times per

Armor of the Woodland

day. This ability works just like the *tree stride* spell as cast by a 9th-level druid.

Moderate conjuration;
CL 9th; Craft Magic Arms and Armor, woodland stride ability or *pass without trace*; *tree stride*; Price: 75,755 gp; Weight: 1 lb.

Bracers of Blocking: Forged in times long forgotten, these sturdy iron bracers come in various shapes and sizes. Usually found in the burial chambers of kings, knights, and other great warriors, these items appear as nothing more than well-crafted but bulky bracers. A closer examination, however, reveals a pair of *bracers of blocking* as unnaturally light and carved with the shape of a tiny shield inside each bracer. Wearers barely feel these magic bracers, and they do not hamper dexterity the way other pieces of armor do. Usually forged with gold, silver, or mithral inlays representing armored animals, legendary beasts known for their toughness, or coats of arms, most *bracers of blocking* appear to be very valuable.

Bracers of blocking provide a +2 armor bonus to Armor Class. In addition, whenever the wearer fights defensively or uses the total defense standard action, he gains an additional +2 dodge bonus to his Armor Class.

Faint conjuration and transmutation;
CL 5th; Craft Wondrous Item, *cat's grace*, *mage armor*; Price: 7,000 gp; Weight: 1 lb.

WEAPONS

Many rogues, assassins, bards, and diplomats

prefer to use small weapons they can easily hide. Whether they want to sneak a blade past the king's elite bodyguards or simply wish to appear defenseless, a variety of magical weapons are fashioned especially for such situations.

Dagger of Torment: Forged in the days of Rakaltha the Vile, one of history's most notorious assassins, an unknown smith of a fallen empire created these dark blades. In Rakaltha's time, the thieves, thugs, and murderers of the world sought out and cherished these daggers. Few of these blades remain, as many heroes of the past worked to destroy the majority of these terrible weapons. However, it is possible that a master smith has uncovered the secrets behind the creation of these blades, as they have recently begun appearing with startling regularity.

A *dagger of torment* has a long, thin serrated blade made of an unknown ebon alloy. The weapon has no hand guard, but strips of blood-red leather woven in a tight pattern cover its handle. Both the metal of the blade and the leather wrapped around its

Dagger of Torment

handle seem unaffected by time and remain as beautiful today as the day of the dagger's forging. The dagger never needs sharpening.

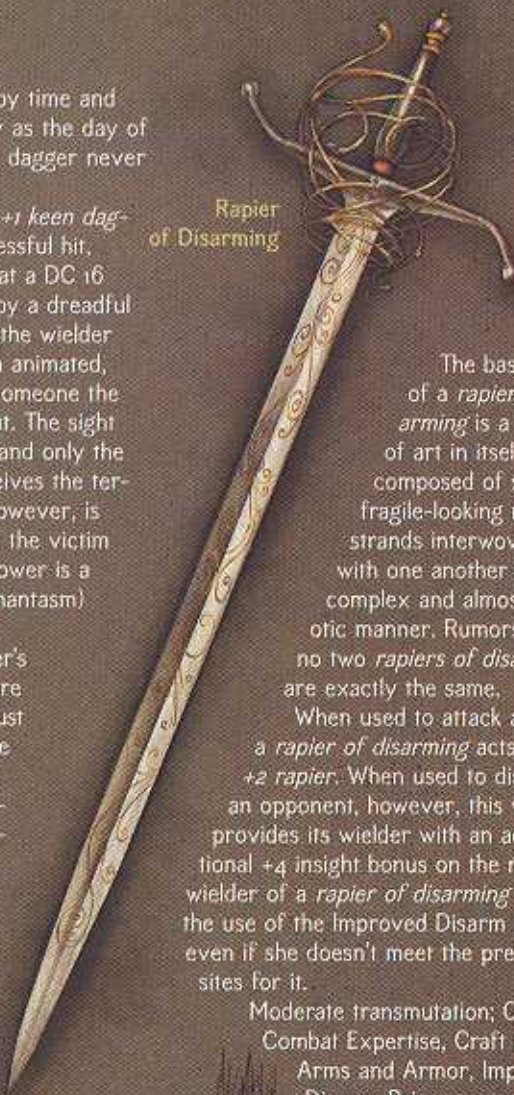
This weapon acts as a +1 keen dagger, but with every successful hit, the victim must succeed at a DC 16 Will save or be afflicted by a dreadful vision. This vision makes the wielder of the blade appear as an animated, rotting corpse, often of someone the victim cares greatly about. The sight lasts only for a moment, and only the wounded character perceives the terrible image. The vision, however, is powerful enough to make the victim dazed for 1 round. This power is a mind-affecting illusion (phantasm) fear effect.

Once per day, the dagger's wielder can curse a creature dazed by it. The wielder must decide to activate the curse ability after he has made a successful hit with the dagger, and after he has determined if the daze effect has affected the victim. Victims of this curse are plagued with flashbacks of the visions they experienced from the dagger, causing them to take a -4 penalty on all attack rolls, saving throws, ability checks, and skill checks. The curse can be lifted as per *bestow curse*. Creatures immune to the *dagger of torment's* daze ability are also immune to its *bestow curse* ability.

Moderate illusion; CL 7th; Craft Magic Arms and Armor, *bestow curse*, *keen edge*, *phantasmal killer*; Price: 109,100 gp; Weight: 1 lb.

Rapier of Disarming: Narcil the Bloodthirsty, a legendary duelist who became an expert weaponsmith in his old age, fashioned these beautifully crafted blades. Crafted for his children—whom Narcil wanted to protect, despite his moniker—most of these extraordinary rapiers were made of a special alloy composed of white gold mixed with iron, mithral, and yellow gold. Strands of precious metals, like a myriad of capillary veins, run along the length of these elegant blades. Ironically, Narcil is better known today for the extraordinarily beautiful weapons he forged than for his ability to wield such blades.

Rapier of Disarming



The basket hilt of a rapier of disarming is a work of art in itself, often composed of several fragile-looking metal strands interwoven with one another in a complex and almost chaotic manner. Rumors say no two rapiers of disarming are exactly the same.

When used to attack a foe, a rapier of disarming acts as a +2 rapier. When used to disarm an opponent, however, this weapon provides its wielder with an additional +4 insight bonus on the roll. The wielder of a rapier of disarming gains the use of the Improved Disarm feat, even if she doesn't meet the prerequisites for it.

Moderate transmutation; CL 12th; Combat Expertise, Craft Magic Arms and Armor, Improved Disarm; Price: 32,320 gp; Weight: 3 lb.

Sap of Stunning: These weapons date back to a time when vast city-states dominated the land. As the cities grew, law enforcement became a major problem until the ruler of one such city-state commissioned a group of artisans to create weapons that allowed city guards to capture criminals uninjured.

After the fall of the city-states, there was a time when every guild master of an unlawful organization—particularly thieves' guilds—purchased these items by the handful. Today, very few professional culprits take as much care not to harm their marks, but those who hear about saps of stunning pay dearly to acquire one.

This ordinary looking sap is twice as heavy as its mundane counterpart. Usually made from a dark gray, brown, or black leather sack filled with crushed rock, most bounty hunters and lawmen tasked to bring living prisoners to justice consider saps of stunning



Sap of Stunning

priceless. Burglars, thieves, and good-hearted bandits who prefer to avoid doing permanent harm to their victims also cherish these items.

A sap of stunning is a +2 ki focus sap that deals 2d6 points of nonlethal damage with a successful hit.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor; Price: 32,301 gp; Weight: 5 lb.

Sword of Murder: Although many believe Narcil the Bloodthirsty fashioned them, the dwarven smith Karmas of the Jagged Hammer clan actually invented these vile weapons for a rich assassins' guild. Shortly after their making, Karmas disappeared, and he was never seen again. Some sages hold that Karmas the Smith was murdered by one of the dark blades he forged, while others maintain that he escaped to avoid the authorities of the dwarven king who suspected his involvement with the evil guild.

Massive bronze hilts in the shape of a crescent moon identify these elegantly crafted scimitars. Made from bronze, silver, and iron, swords of murder are extremely hard to find, and the few smiths who know the secret of their making zealously guard it. The blades of these swords are broad but extremely thin and sharp, as was the fashion at the time of their creation. The crescent-shaped guard is wide, with many strange runes engraved into the bronze alloy. The handle is made of the same material as the rest of the weapon, but dark blue or green

silk most often covers it. The pommel holds a tear-shaped sapphire, which burns brightly every time the sword of murder takes a life.

A *sword of murder* is a +1 scimitar that gets its name from its special ability. Whenever the sword is used to kill a creature with at least a 3 Intelligence that does not view the wielder as an enemy (the victim has an attitude of indifferent or better toward the wielder immediately prior to the wielder's attack), the sword deals an additional +2d6 points of damage with every successful hit for the next 24 hours. The *sword of murder's* wielder must complete a murder within 10 rounds of making his first attack against the unsuspecting victim to gain the benefit of the sword's additional damage.

Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *death knell*; Price: 18,310 gp; Weight: 3 lb.

WONDROUS ITEMS

Whether they need to disarm a deadly trap, pick a lock, or charm an audience with their musical talents, most professional scoundrels rely on a number of instruments to make a decent living. The following are examples of magic items particularly well suited to the needs of such individuals.

Amulet of Good Fortune: These trinkets come from an ancient tribal people who inhabited most of what folk now consider civilized lands. A tribe calling itself the Karakata, which in its tongue meant "Children of the Earth," believed that all living things were born from the earth. Although it is not known how these people ceased to exist, a good number of relics survived their decline and fall. The druids who led the Karakata created some of the most powerful trinkets, and the *amulets of good fortune* are one of the most cherished treasures handed down from the ancient tribesmen.

These small wooden amulets come in three distinct shapes: a brown bear, a gray elephant, and a white owl. Each of the three shapes demonstrates a particular set of distinct abilities.

Brown Bear: The *brown bear amulet of good fortune* provides a +4 luck bonus on all Fortitude saving throws.

It also grants the wearer low-light vision.

Gray Elephant:

The *gray elephant amulet of good fortune* gives its wearer a +4 luck bonus on all Will saving throws. The owner also gains the Blind-Fight feat as a bonus feat as long as she wears the amulet.

White Owl: The *white owl amulet of good fortune* provides a +4 luck bonus on all Reflex saving throws. It also grants the wearer low-light vision.

Sword of Murder

Strong abjuration; CL 3rd; Craft Wondrous Item, *bear's endurance* (brown bear), *bull's strength* (gray elephant), *cat's grace* (white owl); Price: 27,000 gp; Weight: —.

Brooch of Alertness: These simple-looking brooches are composed of a tiny ivory sculpture set within a silver frame. The sculpture depicts the face of a human-like female bearing several animal features such as tiny horns, pointed ears, and long fangs protruding from an open mouth. The figure's wide-open eyes shine with a pale red light in darkness. This strange inner light is not strong enough to illuminate an area.

Legend holds that an ancient deity of nature who died long ago gave these strange jewels to mankind. Some believe the ivory on the brooch was actually carved in the image of this god. Whether or not these stories are true, *brooches of alertness* are especially useful to those who rely on their wits to survive, as well as to those whose professions often

force them to travel in the dark.

A *brooch of alertness* grants its wearer a +4 insight bonus on all Listen, Search, Spot, and Survival skill checks. As long as its owner wears the brooch, she gains low-light vision and 60-foot darkvision.

Faint transmutation; CL 3rd; Craft Wondrous Item, Alertness, *darkvision*; Price: 39,600 gp; Weight: —.

Drum of the Shadow Hound: An ancient people now long forgotten created these heavy drums, but the secret of fashioning these instruments survives to this day. Traditionally, *drums of the shadow hound* were carved from the trunk of palm and acajou trees found in the lands of their original creation. More recently, artisans fashioning these magic items have used the wood from oaks, olive trees, and thick maples. The two other elements required for the construction of a *drum of the shadow hound*, however, have not changed. Like the artisans of old, modern craftsmen still use the treated skin of a shadow mastiff as the head of the drum, as no other pelt will do. The drum's most important element, however, is the long strands of woven shadow mastiff vocal cords used to tighten the skin upon the drum. These treated strands require

a special alchemical solution to create. Once treated, the item's creator must slowly stretch them for at least one month before he can use them for this purpose.

The body of a *drum of the shadow hound* is usually dark brown or black, with occasional hints of burgundy or dark orange. The vocal cords tightening the skin are usually deep purple in color and cover a good portion of the side of the cylindrical drum. The instrument's skin is always pitch black with flecks of deep purple, like a shadow mastiff's pelt.

To activate the power of a *drum of the shadow hound*, a character simply has to play it, using a standard action to do so. Regardless of how many taps on the drum are required to activate an ability, a user can only use one ability per round. By tapping the



appropriate number of times upon it, a *drum of the shadow hound* confers the following powers.

One Tap—Deeper Darkness: This ability functions as the spell of the same name, with the area of effect centered upon the drum. The drummer can end this effect at any time by tapping once more upon the drum. This power is useable up to three times per day.

Two Taps—Shadow Blend: In any conditions other than full daylight (or the *daylight* spell), the shadow blending power grants the drum's user the effect of the *greater invisibility* spell. Such bright conditions reveal the drummer, although the effect does not end, and the drummer can become invisible again simply by moving out of the lighted area. The drummer may choose to cancel this power at any time before it expires by tapping twice more upon the drum's skin. The shadow blending ability may be activated twice each day.

Three Taps—Summon Shadow Mastiff: This ability, useable once per day, functions as an extended *summon monster V* spell as cast by an 11th level sorcerer, except it only summons a shadow mastiff.

Four Taps—Fearful Baying: Tapping four times upon the skin activates the *drum of the shadow hound's* greatest power, useable twice per day. The instrument imitates the terrible baying sound of a shadow mastiff, creating an effect that functions as the *fear* spell, except that all evil outsiders and the drum's owner are immune to the effect. This is a sonic, mind-affecting, fear effect.

Moderate conjuration; CL 9th; Craft Wondrous Item, *deeper darkness*, *fear*, *greater invisibility*, *summon monster V*; Market Price: 166,000 gp; Weight: 6 lb.

Fey Flute: Created by the druids of the Karakata tribe, these magic flutes are carved from the bones of nixies, nymphs, pixies, or satyrs. Although made thousands of years ago and extremely rare, some of these instruments are still in use today.

The body of a *fey flute* is slightly curved, 1 inch in diameter, and approximately 18 inches long. Many strange runes are carved upon the yellowed bone, which holds twenty pipe holes. When played, a delicate and sweet sound emanates from the instrument.

A competent performer can produce wonderful melodies using such a flute.

Fey flutes come in four different varieties and their powers vary according to the type of creature from which they were made. All *fey flutes* have the following abilities in common, however. As masterwork musical instruments, these flutes grant the usual +2 circumstance bonus on Perform checks involving their use. When someone uses a *fey flute*, he automatically gains an additional +5 insight bonus on all Perform checks made with the instrument.

Nixie Bone Flute: Fashioned from the bone of a nixie, this flute allows the wielder to cast *charm person* three times per day. Creatures who succeed at a DC 11 Will save are unaffected by the flute's power. In addition, the owner can also cast *water breathing* once per day.

Faint transmutation; CL 5th; Craft Wondrous Item, Perform 7 ranks, *charm person*, *water breathing*; Price: 17,335 gp; Weight: 1 lb.

Nymph Bone Flute: A *fey flute* carved from the bone of a nymph has a number of powers. Three times per day, the wielder can play the flute and cause a target to become blind, as the *blindness/deafness* spell. The target creature must succeed at a DC 13 Fortitude save to resist the effect. Once

per day, the wielder can gain unearthly grace as he plays, as if affected by the *eagle's splendor* spell.

Faint transmutation; CL 3rd; Craft Wondrous Item, Perform 5 ranks, *blindness/deafness*, *eagle's splendor*; Price: 13,557 gp; Weight: 1 lb.

Pixie Bone Flute: Three times per day, the user of a *pixie bone flute* can create a *greater invisibility* effect on himself, as per the spell.

Moderate transmutation; CL 7th; Craft Wondrous Item, Perform 9 ranks, *greater invisibility*; Price: 34,030 gp; Weight: 1 lb.

Satyr Bone Flute: Made from the bone of a satyr, this *fey flute* bestows great insight to the musician, who learns how to weave impressive magical melodies with this instrument. When he so chooses, the user of the *satyr bone flute* may cast *cause fear*, *charm person*, or *sleep*, as per the spells. Each of these effects may be used once per day. Satyrs are unaffected by the flute's power. These powers are sonic, mind-affecting effects.

Faint transmutation; CL 3rd; Craft Wondrous Item, Perform 4 ranks, *cause fear*, *charm person*, *sleep*; Price: 7,460 gp; Weight: 1 lb. □



Drum of the Shadow Hound

Craftsmen still use the treated skin of a shadow mastiff as the head of the drum, as no other pelt will do.

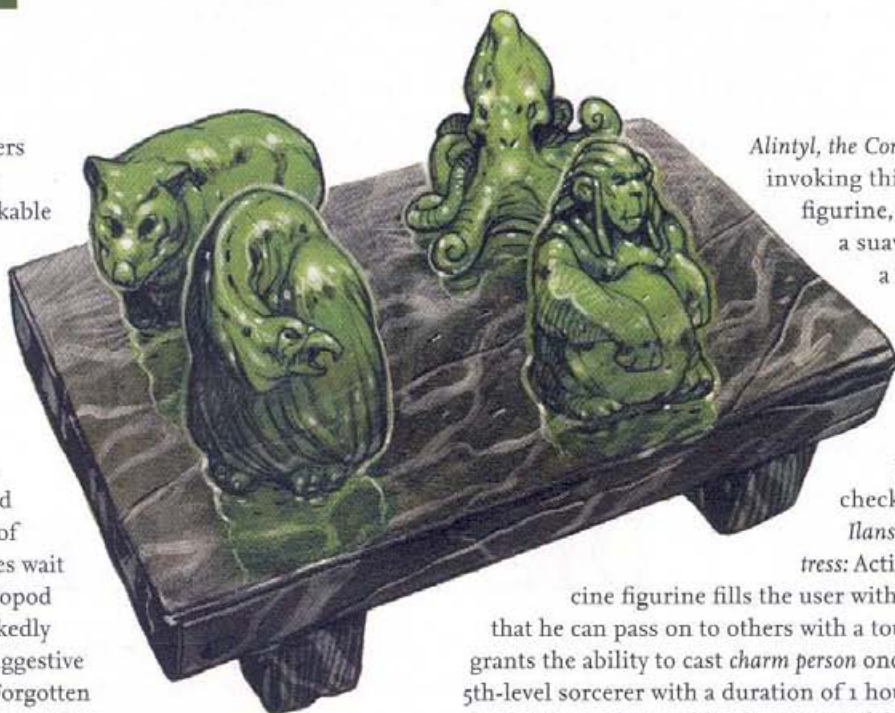
by Greg Marks • illustrated by Vincent Dutrait

CURIOS OF CORRUPTION

In the dark corners of a dusty curio shop lie unspeakable horrors. A disturbing shopkeeper smiles, watching from behind the counter, eager for shoppers to explore his wares. Amid dust-covered tomes and skulls of unknown creatures wait disturbing cephalopod figurines and wickedly curved daggers suggestive of fell purposes. Forgotten and forbidden, great power awaits any who take up these foul items... if they dare suffer the price.

BLASPHEMOUS FIGURINES OF THE VOID

Four disturbingly carved jade figurines in a black velvet bag comprise this complete set. Each of the figurines bestows a different blessing upon its wielder when held in hand and its name is spoken. Each *blasphemous figurine of the void* can be invoked only once per day, and the user can have the blessings of only one figurine at a time. All four figurines must be stored together in the same black velvet bag or they cannot be recharged and used the next day.



Alintyl, the Corruptor: By invoking this cephalopodan figurine, the user gains a suave manner and a silver tongue.

When activated, Alintyl grants a +5 profane bonus on Bluff and Diplomacy checks for 1 hour.

Ilanserbli, the Seductress: Activating this porcine figurine fills the user with lustful thoughts that he can pass on to others with a touch. Ilanserbli grants the ability to cast *charm person* once per day as a 5th-level sorcerer with a duration of 1 hour and a range of touch. Those charmed by the power of Ilanserbli seek to woo the user, desiring the user even to their detriment.

Nolanlor, the Devourer: Triggering the power of this avian figurine brings forth the great hunger of Nolanlor. Nonmagical food and water within 30 feet of the user permanently spoils and become unfits for consumption. Potions and other magical foods are not affected. So great is Nolanlor's hunger that it even devours light, plunging the user into *darkness*, as per the spell. These effects last for 1 hour.

Vandommezeron, the Destroyer: Calling upon this furry apelike figurine fills the activator with a furious *rage*, as per the spell cast by a 5th-level wizard.



any way (including *restoration* spells) while the *brush of the fallen master* is owned. Unfortunately for anyone who seeks to rid himself of a *brush of the fallen master*, it cannot be discarded unless its owner makes a Will save (DC 20 + the number of paintings created using the brush). This save cannot be attempted more than once per day. Once a painter uses the *brush of the fallen master* he feels a desire to continue creating more paintings. Once per week, if the

brush's owner has not begun

painting a new piece he must make a Will save (DC 20 + number of weeks since last painting with the brush) or be compelled to start a new painting and therefore gain another negative level.

Strong transmutation; CL 15th; Craft Wondrous Item, *enervation*; Price 20,000 gp; Weight —.

CARNIVOROUS TOME

The front cover of this large dusty tome bares a poorly tanned and stretched humanoid face, with jagged teeth protruding from the mouth, nostrils, and eyes. Only half of the 101 pages bear any writing, and each of those offers the detailed physical description of an individual inscribed in Infernal.

This disgusting tome makes an insidious trap for book thieves. When activated, the *carnivorous tome* rests among other books and alters its appearance to fit in with nearby tomes. If a creature touches the *carnivorous tome* without first speaking the command word, the tome immediately animates, its mouth suddenly taking on a dark sheen that glows a pale sea-green and rasping as if taking a dead breath with ancient, dust-filled lungs. The creature touching the

tome risks becoming trapped within its pages, sucked in by the drawing breath of the cover's mouth. The creature must succeed at a DC 23 Will save or be imprisoned within the book, his description immediately appearing on one of the blank pages. Once all the pages are filled, the book no longer animates when touched and acts as a simple book of descriptions.

If a page is burned or otherwise destroyed the creature described on that page is lost and can only be returned to life by a *miracle* or *wish* spell. Destroying the entire book affects all the creatures trapped within. Speaking the command word and reading a description frees the creature from its imprisonment.

Strong abjuration; CL 17th; Craft Wondrous Item, *trap the soul*; Price 150,000 gp; Weight 5 lb.

FIENDISH ELIXIR

Housed in a black crystal bottle with a long fluted neck, this elixir is created from the corrupted blood of a celestial. Most commonly found among mortals allied with fiends or who otherwise embrace the powers of the Lower Planes, the power of the *fiendish elixir* activates upon consuming the enchanted blood.

A character imbibing the *fiendish elixir* gains a +5 circumstance bonus on Fortitude saving throws against poison, acid and cold resistance 5, a +2 natural armor bonus, and a +2 enhancement bonus to Strength. In addition, the drinker gains 5 points of damage reduction dependant upon his alignment. A lawful drinker gains DR 5/silver, a chaotic drinker gains DR 5/cold iron, and a drinker neither chaotic or lawful gains DR 5/magic. All of the elixir's effects last for 1 hour. While under the effect of *fiendish elixir*, the drinker gains the extraplanar and evil subtypes, with all their benefits and penalties, regardless of the drinker's actual type or alignment.

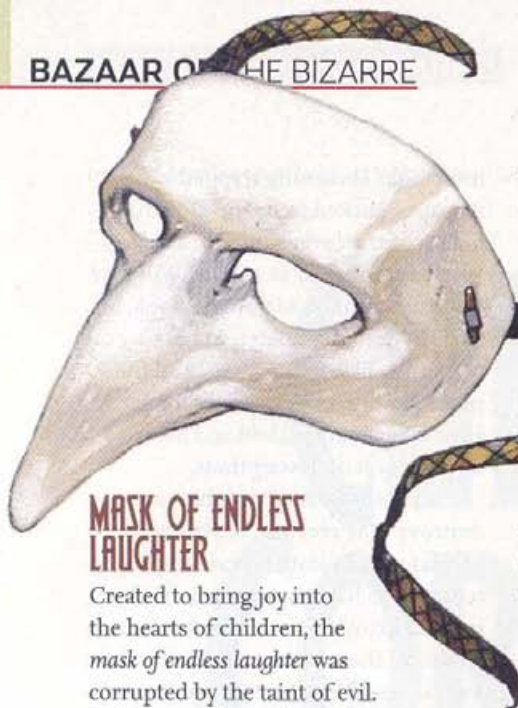
Moderate transmutation; CL 7th; Craft Wondrous Item, *polymorph*; Price 5,000 gp; Weight 1/2 lb.

Faint enchantment, evocation, and transmutation; CL 5th; Craft Wondrous Item, *charm person*, *darkness*, *rage*; Price 14,000 gp; Weight 2 lb.

BRUSH OF THE FALLEN MASTER

Originally created by Xerith Blasitil, a powerful demonologist who envied the skills of talented artists, the *brush of the fallen master* has not seen use for centuries. Xerith sold his soul to create the *brush of the fallen master*, and his desire to wield it eventually claimed his life. This fine paintbrush bears an elegant darkwood handle and a golden setting holds fine blond bristles taken from the head of a murdered elven prince.

Given suitable raw materials (such as paints and a canvas), the *brush of the fallen master* allows its user to create beautiful masterpieces, bestowing a +20 competence bonus on the user's Craft (painting) skill checks. However, every time the brush is used to create a painting, it bestows one negative level upon the user. Negative levels acquired in this way remain as long as the painter keeps the brush and disappear when the *brush of the fallen master* is permanently discarded. These negative levels never result in actual level loss, but they cannot be overcome in



MASK OF ENDLESS LAUGHTER

Created to bring joy into the hearts of children, the *mask of endless laughter* was corrupted by the taint of evil. This harlequin mask of white porcelain straps over the wearer's face using colorful ribbons that tie behind the head. While wearing the mask, the user gains a +2 enhancement bonus to his Charisma score and a +5 competence bonus on Perform (comedy) skill checks. Anyone who witnesses a performance given by the mask's wearer must make a DC 13 Will save or suffer the effects of *Tasha's hideous laughter* for the duration of the performance, regardless of the Perform skill used.

The mask comes with a price, however. If removed, the wearer must make a DC 23 Will save or die in 1d4 rounds as a seizure of laughter overcomes him. A *break enchantment*, *miracle*, *remove curse*, or *wish* spell cast during the seizure ends it and prevents the wearer from dying.

Faint enchantment; CL 5th; Craft Wondrous Item, *Tasha's hideous laughter*; Price 24,500 gp; Weight 1 lb.

PARASITIC TWIN

This ruddy lump of non-descript flesh feels warm to the touch and shows no signs of rot regardless of how long it sits. Anyone consuming this piece of flesh grows a second head from her left shoulder within 1d6 days. Once consumed, only a *heal* or *remove disease* cast within the first 24 hours prevents the second head from forming.

The second head is physically similar to the primary head, although often slightly smaller and more malignant in appearance. The parasitic twin possesses

the same Intelligence, Wisdom, and Charisma scores as its host, as well as the same alignment portion relating to law and

chaos (but it is always evil). It speaks any languages the host does, as

well as Abyssal and Infernal. The parasitic twin also has 10 ranks in Knowledge (arcane), Knowledge (religion), and Knowledge (the planes). It possesses no other skill ranks, cannot make attacks, and cannot cast spells. It can, however, make untrained skill checks that do not require a body, such as Bluff or Listen. These languages and skill ranks belong to the parasitic twin and do not aid the host in qualifying for prestige classes. The parasitic twin has no control of the body beyond its own head and neck. Any spell effect suffered by the host also affects the parasitic twin, but the twin cannot be slain without removing it or killing the host. The parasitic twin can only be removed by cutting it from the host, a process that deals 10d6 points of damage to the host.

The parasitic twin chooses to aid the host solely based upon its never-ending quest to corrupt the host to evil and the worship of dark powers. Every small concession the host makes might earn her some useful piece of information or a few hours of cooperation from the parasitic twin. While the parasitic twin prefers to allow the host to corrupt herself, once per week it can force the host to make a DC 20 Will save or perform an evil act. This might eventually result in an alignment change. Those who are already evil or who embrace the dark gifts offered by the parasitic twin quickly find themselves a very close ally.

Any attack that would affect only the user's head (such as a vorpal weapon) has a 50% chance of affecting the parasitic twin instead. If the effect targets the user's actual head it affects him as normal. The parasitic twin then gains control of the body.



Strong conjuration; CL 13th; Craft Wondrous Item, *regenerate*, creator must be evil; Price 91,000 gp; Weight 1/2 lb.

SACRIFICIAL KNIFE

The hilt of the *sacrificial knife* is cast as an open-mouthed serpent, the dull wavy blade forming its tongue. A dark ruby the size of an acorn rests at the end of the serpent's tail, forming the pommel.

Thin and poorly balanced, this +1 dagger imposes a -2 penalty on attack rolls when used as a weapon. The purpose of the *sacrificial knife* becomes clear when brought near a helpless living creature, as a deep red glow begins to emanate from within the pommel and a faint hissing noise becomes audible. If used in a coup de grace attempt, plunging the blade into the heart of the helpless living creature,

the *sacrificial knife* casts *death knell* on the target creature, benefiting the wielder.

Faint necromancy; CL 3rd; Craft Magic Arms and Armor, *death knell*; Price 14,302 gp; Weight 1 lb.

STAFF OF NIGHTMARES

Bleached bones held together by dried sinew and spiked chains create this morbid staff. The *staff of nightmares* allows the use of the following spells:

- *Scare* (1 charge)
- *Fear* (2 charges)
- *Nightmare* (2 charges)
- *Phantasmal killer* (2 charges)
- *Symbol of fear* (3 charges)
- *Weird* (4 charges)

Strong illusion and necromancy; CL 17th; Craft Staff, *fear*, *nightmare*, *phantasmal killer*, *scare*, *symbol of fear*, *weird*; Price 51,000 gp; Weight 5 lb. ■



by Robert J. Hahn

illustrated by Eric Kim & Jim Zubkavich

POWER AT A PRICE

T rue power demands a price. The monk who forsakes simple comforts for martial mastery, the rogue who indulges his vices and must live a step ahead of the law, and the cleric who dedicates her existence to her god all make sacrifices for the power they desire. Magic also demands such a price for the vast power it offers, a price as considerable as the world shaping might it promises. The following magic items embody this truth, each requiring something from their users to inspire their potent magic.

HEIRONEOUS'S MERCY

The god Heironeous granted the first of these gloves to his worshipers during one of their earliest crusades. The armies' limited numbers of clerics were positioned at the forefront of their offensive, but the lack of healing magic in supporting offensives was taking its toll. Even in integral battles, severely wounded warriors died before a priest could be found. Thus, these gloves were created, granting the wearer both the power to heal and the means to send a tortured soul to Heironeous's embrace.

These pale gray gloves allow the wearer to use *deathwatch* at will and *death knell* 3 times per day. In addition, once per day, these gloves allow their wearer to transfer wounds from an injured creature to himself. The wearer must choose how many hit points of damage he wishes to absorb, up to a maximum of 20 hp, healing the touched creature by that amount and suffering the absorbed damage himself.

Faint necromancy; CL 5th; Craft Wondrous Item, *death knell*, *deathwatch*; Price 30,000 gp; Weight 1 lb.



RING OF THE MYSTICAL ELITE

Typically created by specialist wizards who have very restricted views of magic and cast spells from a limited number of schools, these rings are most commonly granted from one member of an arcane brotherhood to a spellcaster being offered membership. These rings offer more power in a focused area, but at the cost of flexibility. Anyone discovered wearing a ring not given to them can expect severe repercussions, the least of which is loss of the ring itself.

After being worn for 24 hours, this ring grants the wearer a number of bonus spells. These bonus spells can be chosen from any spell level the caster can prepare or knows. The combined spell levels of these bonus spells equal the wearer's caster level. Thus, a 10th-level wizard could prepare a number of bonus spells whose total spell levels are equal to 10; such as two 5th level spells, or one 4th-, 3rd-, 2nd-, and 1st-level spell. These bonus spells

are prepared and cast as normal and may be used in conjunction with metamagic feats.

However, each of these rings forbids the wearer from using a particular school of magic immediately upon donning it. Roll on the following chart. If the character is already denied the school forbidden by the ring, roll again. Once the forbidden school is chosen, it does not change unless the ring is removed for 24 hours; after that time, the forbidden school is again chosen randomly when the wearer puts on the ring.

Strong universal; CL 17th; Forge Ring, *wish*; Price 306,000 gp; Weight —.

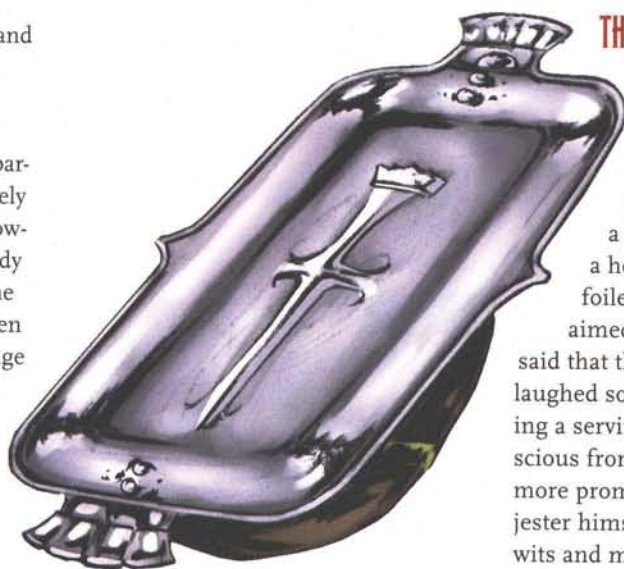
FORBIDDEN SCHOOL

d8	Result School
1	Abjuration
2	Conjuration
3	Divination
4	Enchantment
5	Evocation
6	Illusion
7	Necromancy
8	Transmutation

LESSER RING OF THE MYSTICAL ELITE

This ring functions exactly as a *ring of the mystical elite* except that the combined spell levels of the bonus spells cannot exceed half the wearer's highest caster level. Thus, a 13th level sorcerer can cast a number of additional spells per day whose combined spell levels are no greater than 6. Additionally the ring only forbids spells from the forbidden school of 4th level and higher.

Strong universal; CL 13th; Forge Ring, *limited wish*; Price 182,000 gp; Weight —.



THE FOOL'S PLATE

Only a fool would use a silver serving tray as a buckler, right? Temsel "Floppy Ears" Garson, eminent gnome jester of a late king, made this item a household legend when he foiled an assassination attempt aimed at his majesty. It's been said that the would-be assassin laughed so hard at the fool brandishing a serving plate that he fell unconscious from lack of breath, but the more prominent story (told by the jester himself) spins a tale of daring wits and mesmerizing magic.

This +1 buckler appears at first glance to be nothing more than a silver platter. When used as a buckler, its mirrored face forces anyone who attacks the wielder to make a DC 10 Will save or come under the effect of a *daze* spell. The wielder can also use the shield once per day to cast *hypnotic pattern*. Unfortunately, whenever either of these spells are invoked, the shield's user must make the same save as his target or be affected by the same effect.

Faint illusion; CL 3rd; Craft Magic Arms and Armor, *daze*, *hypnotic pattern*; Price 7,200 gp; Weight 3 lb.

THE SKIN OF KALETOR

Kaletor was a half-elf druid whose black bear animal companion was slain defending him from an attack. In his grief, Kaletor attempted to return his friend's spirit into its dead body, but he failed. Instead, he trapped a small part of his friend's spirit in the decomposing skin. Sensing the spirit, Kaletor tanned the bear's hide, believing that he could wear the skin as a cloak and forever have his friend beside him. While never able to communicate, he could feel the bear's strength with him whenever he wore the tattered bear-skin cloak.

This bearskin cloak is shaggy and unkempt with the bear's head forming a hood. It gives off a powerful rotting stench that is immediately noticeable and incurs a -6 penalty on all Charisma-based skill checks and wild empathy checks. When wearing the *skin of Kaletor*, a druid can use the wild shape ability as if he were four levels higher than his current druid level. Additionally, any non-druid who wears the cloak can use the wild shape ability once per day as a 4th-level druid.

Faint transmutation; CL 4th; Craft Wondrous Item, creator must be a druid; Price 12,000 gp; Weight 10 lb.



SHADAHKAR'S SWIFT WIND

The druid Shadahkar imbued these sandals with the spirit of the leopard to allow her swift passage across the savannas of her homeland. Originally used by messengers to travel swiftly from village to village, they later became instrumental in her people's war against gnoll invaders,

providing a fast and reliable communications network.

These leopard-skinned sandals grant the wearer an extra 10 feet to her base movement and access to the Endurance and Run feats. However, they make the wearer jittery and generally off balance, causing a -2 penalty to Dexterity.

Faint transmutation; CL 1st; Craft Wondrous Item, *expeditious retreat*; Price 8,350 gp; Weight 1 lb.

MANTLE OF THE WINTER WITCH

Sasrasandra, a sorceress from the northern wastes, discovered this cloak buried in the treasure of a young white dragon. Its power was her first step in uniting the tribes of the frozen north, who in turn granted her the title of Winter Witch. Lost decades ago to an elven raiding party, various tribal leaders still covet its power, hoping to be the chieftain who once again reunites the tribes.

The wearer of this mottled, white-fur-trimmed cloak gains resistance to cold 10, and a +1 bonus per damage die to any spell she casts with the cold descriptor. While wearing the cloak, the wearer feels an unnatural aversion to fire, gaining vulnerability to fire. Creatures vulnerable to fire take half again as much (+50%) damage as normal from fire effects, regardless of whether a saving throw is allowed or if an allowed save is a success or failure.

Moderate evocation; CL 9th; Craft Wondrous Item, *cone of cold*, *resist energy*; Price 17,000 gp; Weight 2 lb.

AGUSTINIUS'S FOLLY

Agustinus was a great general, known for his brilliant and inspiring speeches before battle. On the eve of what would have been his ultimate victory, he gallantly rode up and down the line, inspiring his troops. Yet something went wrong. His words rang hollow, and fear crept into his soldiers' souls. By the time of the enemy's advance, Agustinus's army was in full retreat, and the war was lost.

This +2 *banded mail* grants its wearer the ability to inspire courage once per day as an 8th-level bard. To activate the ability, the wearer must use a full-round action to give an inspiring speech. The ability lasts for as

long as the wearer keeps speaking (which is a free action) +5 rounds. Unfortunately, the magic of this armor is unstable, and 10% of the time, the ability does not work and instead panics all affected creatures for 10 rounds.

Moderate enchantment; CL 8th; Craft Magic Arms and Armor, creator must be a bard; Price 6,000 gp; Weight 35 lb.

MASK OF FURY

Orc priests originally created these ferocious symbols of war to aid their wandering raiders, but many have since fallen into the hands of adventurers. Orcs revere these masks with religious devotion and considerate it blasphemy to find one in the hands of a non-orc. Entire warbands of orcs swear quests to recover these masks from the hands of other races. Once recovered, cleansing the mask of the non-orc's taint entails a grisly ritual that includes bathing the mask in the blasphemer's blood.

This half mask bears the image of a predatory beast, granting the wearer the ability to rage, as the barbarian ability, twice per day. The mask can only be activated by smearing it with the wearer's own blood, an act that requires a standard action and causes 3 points of damage if the wearer has not suffered damage in the last hour. However, if the wearer has been wounded within the last hour, activating this item is a free action that requires no further blood loss.


Faint enchantment; CL 5th; Craft Wondrous Item, *rage*; Price 12,000 gp; Weight 2 lb.

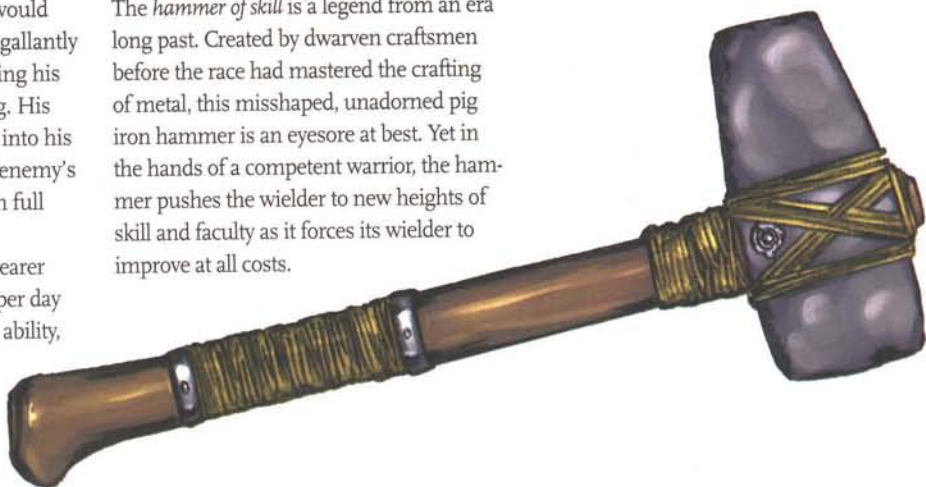
HAMMER OF SKILL

The *hammer of skill* is a legend from an era long past. Created by dwarven craftsmen before the race had mastered the crafting of metal, this misshaped, unadorned pig iron hammer is an eyesore at best. Yet in the hands of a competent warrior, the hammer pushes the wielder to new heights of skill and faculty as it forces its wielder to improve at all costs.



This crude +2 *thundering cold iron warhammer* has been wielded for centuries by both master and amateurs alike. This long service has granted it a kind of semi-intelligence. The warhammer expects competency from its wielder and punishes those who fail to use it properly. When a wielder fails an attack roll, the warhammer bestows a cumulative -1 penalty on its next attack roll. Should the wielder fail ten consecutive attack rolls, the warhammer abandons the wielder permanently. Henceforth, should the failed wielder attempt to use the warhammer, it becomes too awkward to wield. Conversely, the warhammer garners a cumulative +1 circumstance bonus per failed attack roll to the warhammer's next damage roll. The warhammer resets for each new wielder but remembers a past wielder's performance indefinitely.

Moderate necromancy; CL 6th; Craft Magic Arms and Armor, *blindness/deafness*; Price 18,000 gp; Weight 5 lb. 



by Greg Marks • illustrated by John Gallagher

THE STUFF OF LEGENDS

King Arthur wielded the sword Excalibur. Achilles wore the Armor of Hephaestus. Myths are filled with all kinds of magic items that are more than just +1 long-swords. A perusal of the legends of our own world reveals a wide selection of little-known minor artifacts that you might encounter in your next adventure.

ALATYR

Russian folklore mentions the “father of all stones,” named the *Alatyr*, which supposedly rested at the center of the earth. This stone was placed under the World Tree in the center of magical Booyan Island in the middle of the ocean. A river of potent healing water flowed from under the *Alatyr*, and the holy men who called Booyan their home used this water to cure the sick. Gagana, a bird with copper claws and an iron beak, and Garafena the giant snake protected the stone from those who would steal it.

This roughly hemispherical gray stone is inscribed with runes of magic and healing. Twice per day as a full-round action, when the *Alatyr* has been buried in the bank of a natural source of

water, its user can call upon the stone to bless those waters so that the next creature to drink from them is healed, as the *heal* spell cast at 11th level. The flowing water retains this magical healing property

until used or for 5 rounds after the *Alatyr* is first invoked. If the blessed water is removed from the main water body, it retains its healing ability for 5 rounds or until used. Each use of the *Alatyr* can only *heal* one creature, regardless of how much water is affected. The *Alatyr* must be buried at least 3 inches below the surface, which typically requires a full-round action.

Strong conjuration; CL 21st; Weight 2 lb.

CANOLA'S HARP

According to Celtic myth, the heroine Canola had a particularly heated argument with a lover, and so she left his bed to wander in the open air one particularly dark night. Walking on the beach she heard beautiful music, and was soon lulled to sleep. Awakening to the morning sun, Canola discovered the music she had followed in the dark had been made by the wind, blowing through rotted sinews clinging to the skeleton of a whale. Inspired by the sight and the music that had put her to sleep, she built the first harp.

Canola's harp is a masterwork Irish harp carved from deeply textured bleached wood to look as though it were made from bones. These harps are prized for their particu-



larly rich tones, and characters with 5 ranks in Perform (string instruments) can use *Canola's harp* to cast *deep slumber* once per day. Any bard using *Canola's harp* gains a +1 insight bonus when making a countersong or *fascinate* bardic music check. This bonus stacks with that gained from a masterwork musical instrument.

Strong enchantment; CL 17th; Weight 3 lb.

DURANDAL

Roland, the 8th-century Frankish hero of Christian medieval Europe, won his sword *Durandal*—once the sword of Hector of Troy—along with the horn *Olifant* from the giant Jutmundus. Roland carried the blade while commanding the rearguard of Charlemagne's army as it withdrew from Spain. As the army moved through the Pyrenees, intent on quelling a Saxon revolt in Germany, another army formed of Basques and Gascons attacked at Roncesvalles. Unwilling to surrender, Roland and his men fought to the very end, allowing the rest of the Frankish army to escape. When it became clear he would fall Roland attempted to break *Durandal* upon a great rock. But the indestructible sword instead cleaved a 300-foot cleft through the Pyrenees. Unable to break the sword and mortally wounded, Roland hurled it into a poisonous stream, where it supposedly would remain forever. *Durandal* is described as a well-used gladius whose hilt contains a thread from the cloak of the Virgin Mary, a tooth of St. Peter, a hair of St. Denys, and a drop of St. Basil's blood.

Durandal is an intelligent +1 holy mighty cleaving adamantine short sword (LG, Int 10, Wis 13, Cha 13, Ego 5) that possesses empathy with the wielder. Three times per day, *Durandal* can cast both *bless* and *remove fear* upon its wielder (only). *Durandal* uses its empathy to urge the wielder to be brave and



righteous, particularly when faced with overwhelming danger.

Strong evocation [good]; CL 25th; Weight 2 lb.

FOUNT OF ACADINE

In the ancient world, the Sicilian *Fount of Acadine* reportedly possessed magical properties. Documents thrown in the fountain could be tested for their authenticity based upon their buoyancy. Genuine works floated, while forgeries sank. A similar test could be performed on a promise. After copying the oath on a sheet of parchment and placing it in the magical fountain, those that bore lies would sink to the bottom while those promises that the oath-maker intended to keep would float.

This small marble fountain is decorated with detailed carvings portraying judges and learned folk teaching to groups of students.

To use the *Fount of Acadine*, a written work unprotected from any damage that submersion in water might cause must be placed into the fountain's water. Forgeries gently sink to the bottom of the fountain after 1d4 minutes while original documents always float, regardless of their natural buoyancy. If an oath or promise is written upon a sheet of parchment and placed within the fountain, it sinks to the bottom of the fountain after 1d4 minutes if the writer does not intend to carry out the promise as

written. If the oath-maker intends to honor the promise to the best of his ability, the parchment floats.

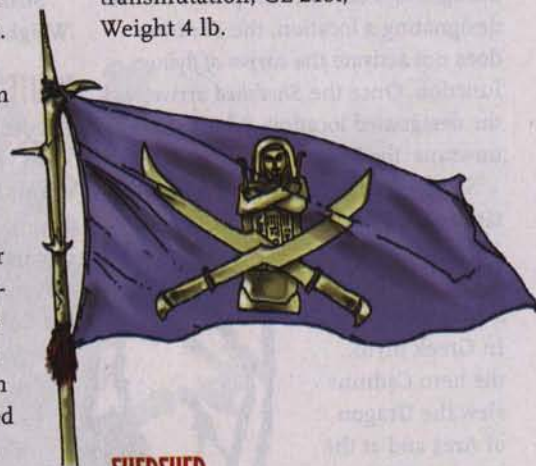
Strong divination; CL 21st; Weight 180 lb.



seen as a hunter with two hounds and carrying the *Kongo*—a three-pronged staff that emits a bright light when exposed to darkness. Legends say that all who hold the *Kongo* of Koya-no-Myoin are granted wisdom and insight.

The *Kongo* is a +2 defending wooden trident that sheds light equal to a torch and is as tough as adamantine. The *Kongo* is extremely plain, with no markings found upon it. While held, the *Kongo* grants its bearer a +4 enhancement bonus to Wisdom.

Strong abjuration and transmutation; CL 21st; Weight 4 lb.



SHEDSHED

Egyptian tales speak of the god Wepwawet, also known as Oupouaout and "the Opener of Ways," who was a deity of both war and funeral rites. The symbol of Wepwawet was depicted upon the *Shedshed*, a magical standard that not only led the pharaoh and his armies to victory, but also would allow him to ascend into the sky and from there to the afterlife, should he ever die. Wepwawet relates to Osiris and Re-Horakhty from *Deities & Demigods*.

To function, the *Shedshed* must be affixed to a hafted weapon with reach, such as a glaive, guisarme, halberd, lance, longspear, ranseur, or spear. While held aloft, the bearer and all

KONGO

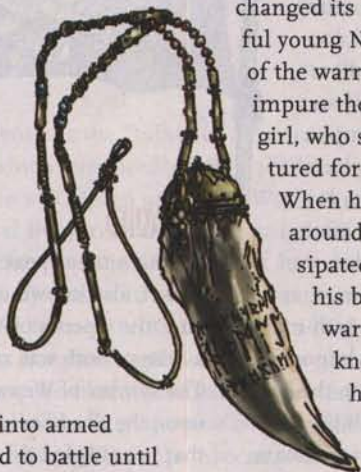
The red-faced Japanese mountain god Koya-no-Myoin of Mount Koya was

allies within 30 feet gain a +2 morale bonus on attack rolls, saving throws, and skill checks. In addition, should the bearer be reduced to 0 or fewer hit points, the *Shedshed* functions as a 5-foot by 5-foot *carpet of flying*, wrapping its bearer within itself and removing him from harm. This function also occurs whenever the bearer is staggered, unconscious, or dead. While wrapped within the *Shedshed* the bearer is not subject to attacks, although the *Shedshed* itself may be attacked as usual. The *Shedshed* has an AC of 13 (+3 Dex), hardness 0, and 2 hp. While inside the *Shedshed*, the bearer can take no actions. In order to use this ability, the bearer must designate a location where the *Shedshed* brings the unconscious or dead bearer. Designating the location requires only a free action. If the bearer is brought to 0 or fewer hit points before designating a location, the *Shedshed* does not activate the *carpet of flying* function. Once the *Shedshed* arrives at the designated location, it lands and unwraps the bearer.

Strong enchantment and transmutation; CL 20th; Weight 8 lb.

TEETH OF THE SOWN MEN

In Greek myth, the hero Cadmus slew the Dragon of Ares and at the direction of the goddess Athena planted the foul monster's teeth in the soil. Moments later the teeth sprouted into armed men who proceeded to battle until only five were left. These five warriors joined with Cadmus to found the city of Thebes. Later, King Aeetes of Colchis gave the hero Jason of the Argonauts a series of ordeals in order to win the Golden Fleece from him. One of these was to sow the remaining teeth of the dragon that Cadmus has slain and fight the men that sprouted from them.



The *Teeth of the Sown Men*—also sometimes called the *Teeth of the Dragon*—are small dragon's teeth with a band of runes running around the circumference of each tooth. Typically found in groups of 3 to 18, the teeth spring into human fighters when planted in the soil (one fighter per tooth). These fighters perform the tooth-planter's bidding with unquestioning loyalty for 1 hour or until slain. At the end of the hour, the remaining fighters and all their gear turn to dust. A tooth must be buried at least 3 inches below the surface, which typically requires a full-round action. On the next round, each buried tooth becomes a 1st-level human fighter with the abilities and equipment as a 1st-level NPC fighter as shown on page 117 of the *DUNGEON MASTER's Guide*.

Strong conjuration; CL 15th; Weight —.

WHITE BUFFALO CALF PIPE

According to legend, two thousand years ago in the Black Hills of South Dakota a white buffalo calf approached two Lakota hunters and changed its form into that of a beautiful young Native American girl. One of the warriors immediately had impure thoughts about the young girl, who smiled at him and gestured for him to come forward.

When he did so, a cloud rose up around him and when it dissipated, nothing remained but his bones. When the other warrior saw this he fell to his knees and began to pray. As he prayed, the White Buffalo Calf Woman told him to return to his people and prepare

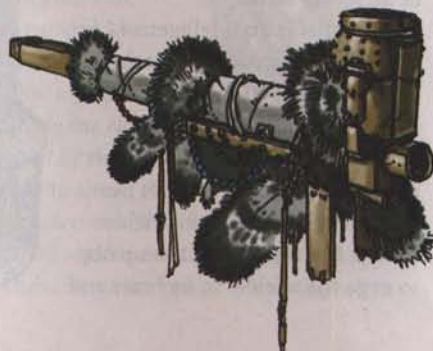
for her coming in four days, for she would bring the Lakota a great gift. The hunter ran back to his people and they prepared as they were asked to do. Four days later, just as she had said, a white buffalo calf came down from the sky upon a cloud. As it stepped from the cloud, the calf became the young girl known as

White Buffalo Calf Woman. She spent four days among the Lakota and taught them seven sacred ceremonies along with many blessed songs to make them caretakers and guardians of land. On her last day with the Lakota she left behind a sacred pipe known as the White Buffalo Calf Pipe and said she would return to purify the world when the Lakota saw the birth of three white buffalo calves.

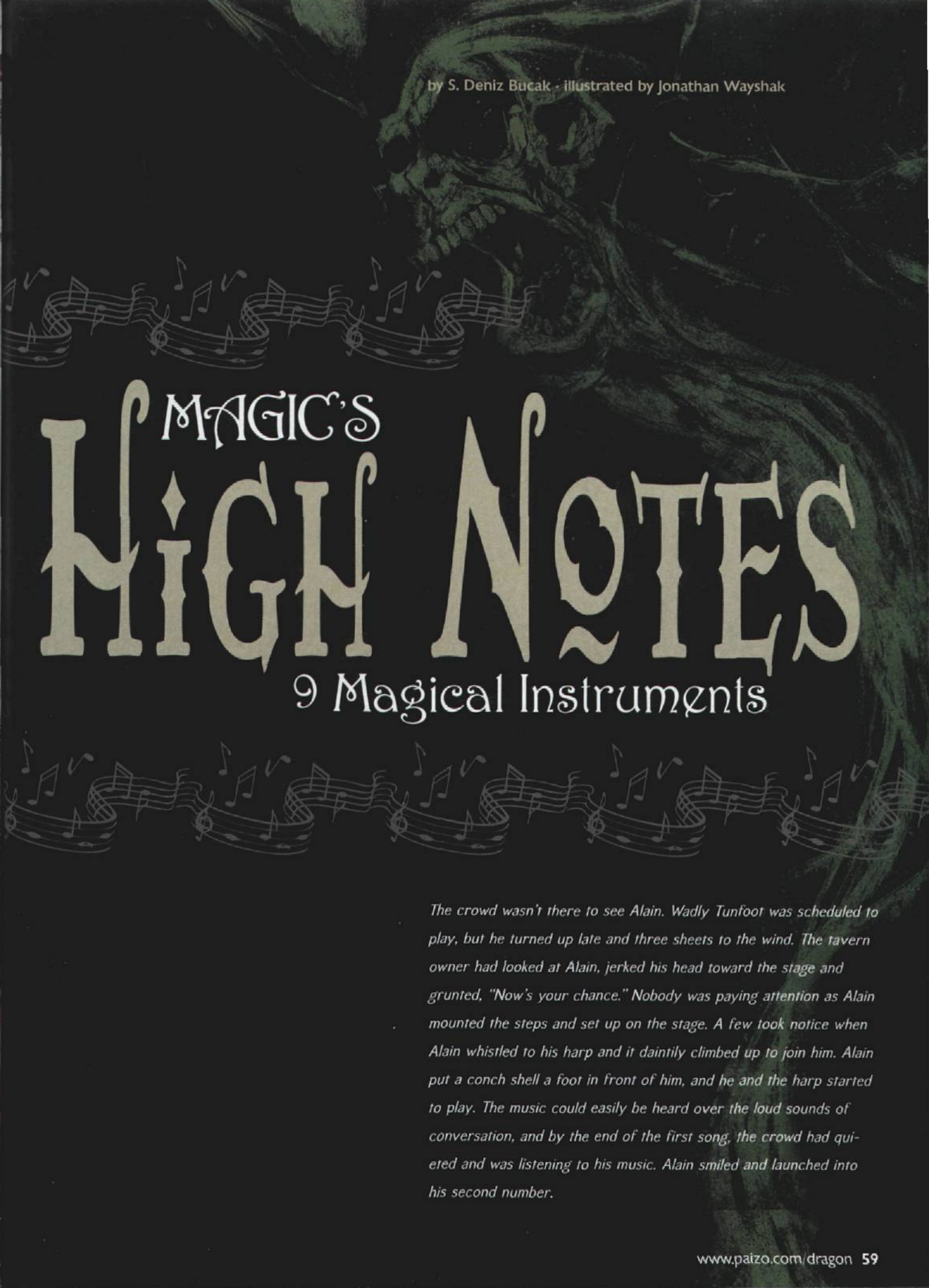
The *White Buffalo Calf Pipe* is a large wooden pipe wrapped in white leather and decorated with several feathers. As a full-round action that provokes an attack of opportunity the bearer can light and smoke from the *White Buffalo Calf Pipe*. On the following round, the bearer may exhale the smoke and produce a 30-foot diameter cloud centered on the pipe. The thin smoke does not obscure vision, but all living creatures other than the pipe's bearer must succeed at a DC 15 Will save or fall under the effects of a *calm emotions* spell. In addition to the *calm emotions* ability of the pipe, once per day the pipe's bearer can sit in a circle and share the pipe with up to ten others. After smoking the pipe for an hour, all who share the *White Buffalo Calf Pipe* receive the benefits of a *hero's feast* spell.

The *White Buffalo Calf Pipe* bestows one negative on level any evil creature touching or carrying it. The negative level remains as long as the evil creature has possession of the pipe and disappears when the pipe is no longer carried. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the pipe is carried.

Strong divination; CL 21st; Weight 1 lb. ☐







by S. Deniz Bucak · illustrated by Jonathan Wayshak

MAGIC'S HIGH NOTES

9 Magical Instruments

The crowd wasn't there to see Alain. Wadly Tunfoot was scheduled to play, but he turned up late and three sheets to the wind. The tavern owner had looked at Alain, jerked his head toward the stage and grunted, "Now's your chance." Nobody was paying attention as Alain mounted the steps and set up on the stage. A few took notice when Alain whistled to his harp and it daintily climbed up to join him. Alain put a conch shell a foot in front of him, and he and the harp started to play. The music could easily be heard over the loud sounds of conversation, and by the end of the first song, the crowd had quieted and was listening to his music. Alain smiled and launched into his second number.

A bard without an instrument is much like a fighter without a sword: not useless, but nowhere near as effective without the proper tool in hand. Many bards look for ways to enhance and upgrade their songs, acts, and routines, and they often rely on magic instruments to help them out.

AUTONOMOUS HARP

Tolred Tightfist was a gifted singer, but he couldn't play an instrument himself and hated to pay a band to accompany his singing. He needed an accompanist who was reliable and never demanded a cut of the proceeds, so he built one. The result, a harp that played itself, so impressed other bards that his invention was duplicated many times over.

An *autonomous harp* is usually made of wood plated with gold and stands on four clawed legs. The masterwork harp is a construct capable of movement and has statistics identical to a Medium animated object made of wood. Like a golem, it follows the commands of its creator or those its creator designates. In addition to the normal actions an animated object can take, the autonomous harp can be commanded to play itself as a free action (playing itself is also a free action for the harp), providing a +2 circumstance bonus on Perform checks made within 20 feet that would benefit from musical accompaniment.

Moderate transmutation; CL 11th; Craft Wondrous Item, Perform (strings) 5 ranks, *animate objects*; Price 6,250 gp; Weight 40 lb.

SHELL OF AMPLIFICATION

The bard Alain Longfingers had a performance stage in the woods overlooking a scenic waterfall. It was a beautiful place to put on a show, but the sound of the waterfall often interfered with the music. To overcome the noise, Alain invented the *shell of amplification*, which turned out to have many other applications as well.

The shell is a 7-inch-long conch shell with a hole at the point. When the command word is spoken, sounds made near the hole become audible and clear to all creatures who can hear (not deaf or

within the area of a *silence* spell) within a 200-foot-radius spread. This negates any negative circumstance modifiers to Perform checks due to noise or poor acoustics and allows a speaker or singer to be heard clearly even in the midst of calamity. In addition, when a bard uses the *fascinate* ability through the shell, it increases the range of that ability to a 200-foot-radius spread and negates the need for the creature to see the bard or the bard to see the creature. Allies the bard sees and designates can be considered immune to his use of the *fascinate* ability.

Moderate transmutation; CL 7th; Craft Wondrous Item, *message*; Price 7,000 gp; Weight 1 lb.

DRUM OF THE MARCH

It's easier to keep up a fast pace if you can march to a drum marking time. The *drum of the march* was designed to help armies keep moving even when the soldiers were exhausted. Its use gave countries such an advantage in war that it was swiftly duplicated and is now found in almost every country's armory.

This masterwork wooden drum is about a foot in diameter with a hide stretched across the top for a head. The Perform check of a character playing a *drum of the march* can be substituted for the Constitution check of creatures making a forced march. To benefit from this effect, a creature marching longer than 8 hours must be within 60 feet of a character performing on the drum when required to make a Constitution check to avoid damage.

Faint transmutation; CL 3rd; Craft Wondrous Item, *expeditious retreat*; Price 10,000 gp; Weight 5 lb.

VENTRILQUIST'S MOUTHPIECE

The *ventriloquist's mouthpiece* is a small golden tube about an inch long and one eighth of an inch in diameter. It fits comfortably under the tongue when the performer is speaking normally and can be placed between the teeth (with the mouth closed) as a free action. It allows the performer to cast his voice as per the *ventriloquism* spell at will as a free action.

Faint illusion; CL 3rd; Craft Wondrous Item, *ventriloquism*; Price 6,000 gp; Weight —.

CHROMATIC FLUTE

For some people, music just isn't enough. They need something to look at or a performance won't hold their attention. To reach these people, a bard can hire a troupe of dancers, or she can find a *chromatic flute*. These masterwork flutes are usually crafted from a precious metal, such as gold or platinum, and inscribed with arcane runes. When played, illusory abstract images form behind the bard, flowing from shape to shape and changing color in response to a performance. The visual accompaniment provides a +2 circumstance bonus on Perform checks with the flute.

Additionally, as a standard action, the player of the flute can attempt to cause it to cast illusion spells. The instrument's player must make a Perform check to make the flute cast the spell, DC 10 for a *silent image*, DC 15 for a *minor image*, and DC 20 for a *major image*. The Perform check to make the flute create an illusion does not benefit from the +2 circumstance bonus to Perform checks.

Moderate illusion; CL 7th; Craft Wondrous Item, *major image*, *minor image*, *silent image*; Price 46,500 gp; Weight 1 lb.

FLUTE OF SHRIEKING

Legend has it that this flute was first created by a disgruntled band member who was forced to practice a little too much by a tyrannical bandleader. It has since found use as a magical trap for bards who tend to walk off with other players' instruments.

The *flute of shrieking* looks exactly like a *chromatic flute*. It is a cursed item, and someone who plays it will be unable to stop until someone casts *remove curse*, *break enchantment*, or a similar spell on them. Such a character cannot speak or utilize her hands for anything other than playing. The sounds the flute produces are harsh and shrieking tones clearly audible up to 200 feet away, making quiet movement impossible. All Perform checks made with this flute

have a -15 circumstance penalty. Additionally, everyone within 30 feet who can hear the flute suffers a -2 circumstance penalty to all Concentration checks and Intelligence-based skill checks. A *flute of shrieking's* magical aura looks like a *chromatic flute's* aura, although an *identify* spell or more powerful magic reveals its true nature.

Moderate illusion; CL 7th; Craft Wondrous Item, *bestow curse*, *Nystul's magic aura*; Price 3,500 gp; Weight 1 lb.

SNAKE CHARMER

The original *snake charmer* instruments were double-reed talimbas from a distant land. As knowledge of the instruments spread, the enchantment was applied to other instruments, and now snake charmers come in almost all varieties. A *snake charmer* adds a +10 bonus to Perform checks when the bard using it tries to *fascinate* reptilian creatures (including creatures of the dragon type). This stacks with the +2 bonus for playing a masterwork instrument.

Faint enchantment; CL 3rd; Craft Wondrous Item, *enthrall*; Price 1,000 gp + cost of masterwork; Weight by instrument type.

HORN OF THE PLANES

The music of the *horn of the planes* resonates with the planes of the multiverse. A performer with the *horn of the planes* and the correct melody can open a portal to another plane. The masterwork horn is a platinum trumpet with inscription on the outside that depicts the arrangement of the planes. Once per day, a performer playing the horn can attempt to use it to open a *gate* (as per the spell). The bard must know the proper melody to play for a particular plane. Learning the proper melody requires that the performer have 5 ranks in Perform and successfully make a DC 30 Knowledge (the planes) or bardic knowledge check. Any player may open a *gate* to a random plane as a standard action with a successful DC 25 Perform check. If the performer knows the tune for a specific plane, she can open a *gate* on that plane at a random location (on the plane) as a standard

action with a successful DC 25 Perform check and to a specific location as a standard action with a successful DC 30 Perform check. Because there is a consequence of failure (getting a result of 25 or greater but less than 30 on the Perform check), a character cannot take 20 on the Perform check to play a *horn of the planes*. If a performer plays the horn without attempting to open a *gate*, there is a cumulative 1% chance for each continuous round of playing that the horn will open a *gate* to a random plane, as long as the horn has not already been used to open a *gate*. The *horn of the planes* can open a *gate* only once per day.

Strong conjuration; CL 17th; Craft Wondrous Item, *gate*; Price 55,000 gp; Weight 5 lb.

ORGAN OF SOULS


This terrifying minor artifact is often found in churches and temples devoted to Hextor or Nerull. It is a massive masterwork organ 15 to 20 feet wide with pipes rising up 30 feet or more. The keys and stops are made of yellowed bone and blood runs down the iron pipes when the organ is played. Blackened humanoid skulls are frequently inset into the organ. It emits a faint, sickly green glow equivalent to torchlight that is often the only light during services. When the instrument is played, a chorus of wails and groans accompany the music.

Music from the *organ of souls* causes fear in all non-evil characters within 200 feet. Such creatures must make a DC 16 Will save or suffer the effects of a *fear* spell. Characters who make the save are immune to the fear caused by the organ for 1 minute. Additionally, a 200-foot radius spread around the organ is affected by a *desecrate* spell while it is playing. A bard playing the organ does not have to concentrate to use these powers and can still cast spells or use his other abilities while playing, so long as these actions do not require hands.

Once per week, a performer can use the organ to call a sacrifice to it. The performer must play the organ for five days for at least 3 hours each day, suc-

ceeding at a DC 20 Perform check each day. The victim can be any person known to the performer that is within 10 miles of the organ. Each time the organ is played, the victim hears faint organ music no one else can hear, even when in the area of a *silence* spell. On each occurrence of the music, the victim must make a DC 20 Will save. On the fifth occurrence of the music the victim must succeed at a Will save (DC 25 + 1 per previous save failed) or be compelled to travel to the organ as quickly as possible (she magically knows the shortest route as per the *find the path* spell). If the organ is being played when the target approaches within 200 feet (even if the target cannot hear it due to deafness or a *silence* spell), the target must lie helpless before the organ's player for the duration of the music and for 1d6 rounds after the performer stops playing the organ. If the target is killed while lying helpless due to the organ's power, her wailing soul is drawn into the organ as per the *soul bind* spell. The only way to rescue a soul trapped in the organ of souls is to destroy the organ. If the victim is not in range or moves out of range over the course of the performances, the organ fails to have any effect. The organ performer is not informed if the target moves out of range; the desired sacrifice simply fails to show up.

In addition, once per day, someone playing the organ can cause one of the souls imprisoned inside to possess a creature within 200 feet who can hear the organ. Playing the organ in this fashion is a full-round action and requires a successful DC 25 Perform check. This has the effect of a *magic jar* spell cast by a 20th-level caster on the target. The souls released from the organ are crazed from their captivity and attack the closest person. The DM must decide the attributes of the souls trapped in the organ for the purposes of the *magic jar* spell (see the *Player's Handbook*).

Strong divination, enchantment, and necromancy; CL 20th; Weight 7,000 lb. 

by Kieran Turley
illustrated by Cara Mitten

NATURE UNLEASHED

In a world of demons and eldritch sorcery it is sometimes easy to forget the awesome power of nature. Earthquakes, lightning, floods, tidal waves, and hurricanes rank among the most powerful forces in any world. Presented here are nine items that embody these most primal of natural powers. The wielder of one of these magical wonders can call upon nature's might to strike down his enemies, travel great distances, and even heal his wounds. While many characters might find these items useful, they should appeal especially to druids and rangers, who might view them as status symbols or relics of their nature-oriented faith.

ACORN OF ACUITY

These simply carved acorns are powerful tools originally created by druids to help their companions understand the glory of nature. Many travelers find these items indispensable for long journeys in the wild. Rangers tend to favor *acorns of acuity* as they enhance their nature-oriented skills.

An *acorn of acuity* is a fist-sized wooden carving of an acorn made from oak and polished smooth as if from years of use. The first time a character holds an *acorn of acuity* he feels a sudden rush of consciousness as the item attunes to him.

A character who holds the acorn in one hand gains a +5 competence bonus on all Survival skill checks. The *acorn of acuity's* owner can also *speak with animals*, as the spell, once per day.

Faint divination; CL 3rd; Craft Wondrous Item, *speak with animals*; Price 4,120 gp; Weight —.



ARBOREAL ARMOR

Druids created *arboreal armor* for their ranger allies so they might better defend the wilds against despoilers.

Arboreal armor appears as plates of bark held together by vines and covered with patches of moss. The armor has an earthy smell, and it is favored by wood elves, who find it especially suited to their naturalistic taste.

Arboreal armor functions as a set of +2 *leather armor*. Its appearance gives the wearer a +4 bonus on Hide checks made in forested settings. The armor automatically regenerates damage dealt to it at the rate of 1 hit point per hour. The wearer can cast *entangle* three times per day, and the armor itself casts *goodberry* every morning at dawn, growing five berries from its own form.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *entangle*, *goodberry*; Price 16,000 gp; Weight 15 lb.

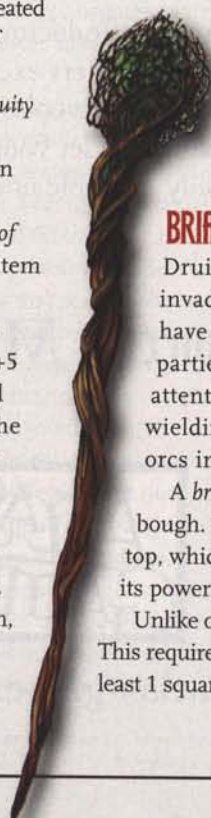


BRIAR STAFF

Druids working to rid their home of humanoid invaders created the first *briar staffs*. These staffs have seen extensive use against orc raiding parties and as a result have drawn the vengeful attention of at least one orc deity. Anyone wielding a *briar staff* should expect trouble from orcs in his future.

A *briar staff* is created from a single gnarled oak bough. The staff bears a cluster of twisted twigs at its top, which bud to life whenever its wielder uses one of its powers.

Unlike other staffs, a *briar staff* can regain spent charges. This requires burying the staff 1 foot deep within a forest at least 1 square mile in size. For every 7 days it remains buried



and undisturbed, the staff regains 1 charge. The *briar staff* allows the use of the following spells:

- *Entangle* (1 charge)
- *Spike growth* (1 charge)
- *Wall of thorns* (3 charges)

Strong transmutation; CL 12th; Craft Staff, *entangle*, *spike growth*, *wall of thorns*; Price 139,500 gp; Weight 4 lb.

DELUGE ROD

An insane ocean-dwelling druid calling himself the Brine Lord created the first *deluge rods*. After pirates slew the druid, they discovered a number of these rods hidden in his island home. *Deluge rods* have a dark reputation among arcane spellcasters and the rods' side-effects have made them unpopular with all but the most power hungry.

Deluge rods appear as scepters of solid water suspended in time, sometimes with tiny sea creatures swimming within. The rods are undecorated, but a cascade of miniature rainbows appears around them when they are exposed to strong sunlight. During quiet moments, these rods emit echoes of crashing waves upon a rocky coast.

A *deluge rod* has a number of formidable powers, but it extols a price from its user. The bearer of a *deluge rod* can never truly feel warm or dry, even in the hottest desert. As a result, the wielder suffers a -8 penalty on Fortitude saves made to resist the effects of a cold environment and on Constitution checks to resist drowning, but he gains a +4 circumstance bonus on Fortitude saves to resist the effects of heat and on Constitution checks to stave off thirst. Sea elves and other aquatic races consider this curse a boon when traveling on land.

A *deluge rod* has the properties of a +1 frost club with the following powers.

Touch of the Brine Lord: As a free action, the rod's wielder can activate this ability, causing the rod to deal an additional 2d6 points of cold damage when used as a melee weapon. This effect lasts for 10 rounds once activated, and can be used three times per day.

Breath of the Brine Lord: The rod sprays forth a cloud of acidic mist, as the spell *acid fog*. This power can be used once per day.

Will of the Brine Lord: The rod summons 1d4+1 Huge fiendish sharks or 1 Huge water elemental, as the spell *summon monster VII*, once per day.

Strong conjuration; CL 13th; Create Rod, *acid fog*, *summon monster VII*; Price 93,180 gp; Weight 2 lb.

EAGLES' CRY BOW

Powerful creations of Corellon Larethian and sacred relics of the elven people, *eagles' cry bows* are potent weapons. Their power as a symbol to elves exceeds their worth on the battlefield. Elves dutifully protect the secrets of creating *eagles' cry bows*, and they ruthlessly hunt down any non-elf who steals one. If a non-elf comes into possession of one through honorable means, the hunters deal with the erstwhile owner in a more diplomatic manner. Elves grimly but earnestly spread the rumor that a thief might find a quicker and less painful death at the claws of an angry dragon than from elves hunting for a stolen *eagles' cry bow*.

A work of art, an *eagles' cry bow* is covered in beautiful woodcarvings depicting scenes from elven history. A mithral bowtip caps each arm of the bow, while rich leather covers its grip, and two eagle feathers are interwoven with the string and tied in place with fine mithril wire.

An *eagles' cry bow* is a +5 composite longbow (+4 Strength bonus) with double the range increment of a normal composite longbow (220 feet) and a maximum range of twenty

range increments (each range increment beyond the first still incurs the normal -2 penalty). Whenever a user fires an *eagles' cry bow* it lets out a cry similar to that of an eagle, thus giving the bow its name. All elves within 30 feet of the bow who can hear it are affected as if by a 15th-level bard's inspire courage ability (granting a +3 morale bonus on saving throws against charm and fear effects and on attack and weapon damage rolls) for that round and for the following 5 rounds.

Strong transmutation; CL 15th; Craft Magic Arms & Armor, Far Shot, *true strike*, creator must be an elf; Price 73,800 gp; Weight 3 lb.

ROD OF THE WILD

Primitive human barbarians and some wood elf tribes favor these stout cudgels and actively pursue rumors of their locations. A *rod of the wild* provides great prestige to a member of such a tribe who possesses it, and occasionally one finds its way into the tomb of a particularly powerful or respected warrior or chieftain.

Rods of the wild appear as 3-foot-long oak cudgels intricately carved with stylized representations of the four animal aspects they bestow. As a rod ages, the grain of its wood darkens until it achieves the appearance of bog oak.

A *rod of the wild* functions as a +2 club that grants special abilities based on four animal totems. Once per day, the *rod of the wild's* wielder can choose to take on certain aspects of one of these four animals. The rod continues to grant the special abilities of the chosen animal totem as long as its wielder holds it. A *rod of the wild* only grants its wielder the abilities of one totem animal at a time.

Bear: The wielder gains a +3 natural armor bonus and a +4 enhancement bonus to his Strength. While using this



Moderate transmutation; CL 9th; Craft Rod, *bull's strength*, *feather fall*, *reduce person*, *water breathing*; Price 35,145 gp; Weight 3 lb.

SYLVAN CLOAK

Originally created by a dryad sorcerer, many sylvan races fighting to preserve their woodland homes favor these cloaks. Elves and their allies possess the majority of these magic garments.

A *sylvan cloak* is mottled green in color with oak leaf designs in brown and gold running along its length. Heavy fabrics, such as burlap and wool, make up the cloak and a number of magical enhancements ensure both that it never catches on branches or underbrush and that it faintly smells like a forest after a heavy rainfall. A copper brooch in the shape of an acorn gathers the cloak at the neck.

Anyone who wears a *sylvan cloak* gains a +4 bonus on Escape Artist checks and a +4 bonus on Fortitude saves made to resist the effects of extremely hot or cold environments. Creatures tracking a character

aspect the wielder adds 20 pounds to his weight from increased bulk.

Hawk: The wielder gains a +2 competence bonus on Search and Spot checks and can *feather fall* at will as a spell-like ability. In this aspect, the wielder's eyes take on a golden hue.

Mouse: The wielder gains a +4 competence bonus on all Hide checks and can use *reduce person* on himself at will. While in this aspect the wielder gains an uncontrollable nose twitch. This twitch has no effect other than for roleplaying purposes.

Salmon: The wielder gains a +4 competence bonus on all Swim checks, and can use *water breathing* once per day. While in this form, the wielder's skin takes on a slight silvery sheen.

wearing a *sylvan cloak* by scent suffer a –10 penalty on their Wisdom or Survival checks while tracking him through heavily wooded areas. This effect of the cloak does not inhibit trackers in any nonforested environment.

Faint transmutation; CL 5th; Craft Wondrous Item, *pass without trace*; Price 11,500; Weight 1 lb.

SYLVAN CLOAK, GREATER

Gifted to the staunchest of nature's defenders by members of fey and elven royalty, these heavy garments conceal far greater powers than their worn, simple appearances belie. Superficially appearing as *sylvan cloaks*, these magic items grant all of a *sylvan cloak's* abilities, as well as the ability for their wearers to *tree stride*, as the spell, once

per hour. Additionally, a wearer can also animate a tree as per the *liveoak* spell once per day.


Moderate transmutation; CL 11th; Craft Wondrous Item, *liveoak*, *tree stride*; Price 153,360 gp; Weight 1 lb.

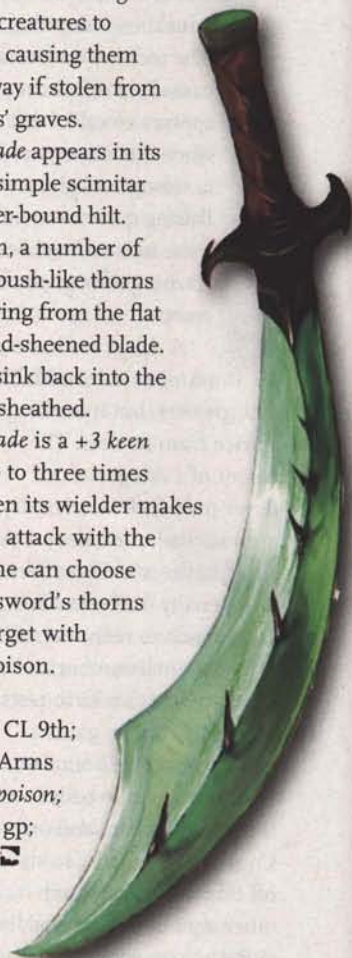
THORNBLADE

Nature deities and powerful sylvan creatures grant these potent weapons to great protectors of nature. Many good and neutral fey view the possession of a *thornblade* as evidence of skill and trustworthiness. A *thornblade* bonds with its owner, and should its owner not touch the weapon for 30 days, it withers away to nothing, effectively destroying itself. A *thornblade's* owner can grant the sword as a gift to another creature, making that creature the weapon's new owner. Most owners of a *thornblade* are careful to announce an heir for the sword while they yet live. Those who don't make their wishes known are usually buried with their weapons, which never again allow other creatures to claim them, causing them to wither away if stolen from their owners' graves.

A *thornblade* appears in its sheath as a simple scimitar with a leather-bound hilt. When drawn, a number of barbed rosebush-like thorns instantly spring from the flat of its emerald-sheened blade. The thorns sink back into the blade when sheathed.

A *thornblade* is a +3 *keen scimitar*. Up to three times per day, when its wielder makes a successful attack with the *thornblade*, he can choose to have the sword's thorns affect the target with bloodroot poison.

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *poison*; Price 56,450 gp; Weight 4 lb. 





THE RELICS OF FAERÛN

GIFTS FROM THE GODS

During the Time of Troubles, faiths were tested and convictions renewed. In the wake of those dark times, the deities rewarded the true believers who unerringly served them. Many of the gifts bestowed upon the faithful were relics, items empowered by a connection to a deity's divine energy. The following collection presents merely a handful of the relics that have appeared since the Time of Troubles, which supplement those found in Chapter 3 of the *Book of Exalted Deeds* and Chapter 4 of *Complete Divine*.

BANE: ROD OF CLENCHED FISTS

This hefty rod is crowned by four clenched fists stacked on top of one another. It looks to be made of coal, but it bears the unmistakable coldness of metal when wielded. Fzoul Chembryl gave many of these rods—as well as the secret of their creation—to followers of Bane who kept the faith during the god's "absence." Forging such a rod requires finding three good-aligned humanoids willing to sacrifice their fists to the rod with full knowledge of its use. Duress is often necessary to force such capitulation. For the capstone to the rod, a greater sacrifice is required—the creator's own fist. The original bearers of the *rods of clenched fists* have since moved into positions of power in the governments of Faerûn, either directly or covertly.

The *rod of clenched fists* strikes as a +2 *light mace* and utilizes the following spell-like abilities as a 9th-level caster. Only one of these abilities can be used in a round...

- *Bane at will* as per the spell. A DC 11 Will save resists this effect.
- *Vampiric touch* 3/day as per the spell. This ability can be activated on a successful attack as a free action, dealing an additional 4d6 points of damage and healing the wielder by the same amount.
- Once per day, the rod can be used to cast *dominate person* on a creature touched. A DC 17 Will save resists this effect. Each day that the dominated creature is touched by the rod extends the duration of the domination by one day without a new saving throw. Touching a dominated creature in this manner uses the *dominate person* ability of the rod for that day.

To use this relic, you must worship Bane and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 Hit Dice.

Moderate enchantment; CL 9th; Craft Rod, Sanctify Relic, *bane*, *dominate person*, *vampiric touch*, creator must worship Bane and sever a hand to power the rod (which cannot be regenerated unless the rod is destroyed); Price 42,500; Weight 5 lb.



GOND: POUCH OF BLACK ESSENCE

When Gond came to Lantan during the Time of Troubles, he unveiled the secrets of that most powerful and dangerous of materials known as *smokepowder*. The Wonderbringer knew that the gnomes there would not misuse the technology—but accidents would sometimes happen. In order to protect his treasured innovators in their studies of the technology, Gond crafted special pouches that contained an unlimited supply of the explosive black powder. Eventually, the gnomes of Lantan made copies of the pouches and spread them through their trusted channels to other bastions of invention across Faerûn.

The *pouch of black essence* is stained with Gond's holy symbol, as if the material was once a piece of cloth that bore the symbol before being wrapped up around its contents to form a container. No drawstring seals the pouch, but it is watertight and opens easily when a hand or finger probes inside. The bearer can bring forth 5 pounds (80 ounces) worth of *smokepowder* per tenday (1 ounce is needed for muskets, and at least 5 ounces are needed for a *smokepowder* bomb). *Smokepowder* created in this way must be used within 1 hour of being removed from the pouch, after which time the powder vanishes. Additionally, the bearer of the *pouch of black essence* gains resistance to fire 20, but only when a *smokepowder* explosion causes the damage.

TRUE BELIEVER [GENERAL]

Your deity rewards your unquestioning faith and dedication.

Prerequisites: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic.

This feat originally appeared in *Complete Divine*.

To use this relic, you must worship Gond and either sacrifice a 3rd-level divine spell slot or have the True Believer feat and at least 5 Hit Dice.

Moderate conjuration; CL 7th; Craft Wondrous Item, Sanctify Relic, *Leonard's secret chest*, *resist energy*, ability to create *smokepowder*, creator must worship Gond; Price 6,500; Weight 2 lb.



ILMATER: RIBBONS OF THE TWICE-MARTYRED

Daltrond Rica was considered one of the greatest healers in Sembia. When the Shaking Plague stretched like a deathveil over nearby Scardale, he journeyed there without thought of his safety. Daltrond followed the trail of rotting bodies, giving the blessing of the Broken God to both the dead and to survivors who had lost their loved ones to the disease.

By the time he reached the Sembian garrison in Scardale, the Ilmatari trembled with fevered chills. He had caught the Shaking Plague. Half of the garrison was dead, and the other half bedridden. Daltrond worked until he could stand no more, knowing that to cure himself might mean that one of his charges would die. His final breath was a prayer to Ilmater.

One of the soldiers saw the miracle. Daltrond's bloody ribbon accoutrements that bound his wrists and ankles expanded and wrapped around him like snakes, mummifying him instantly. Just as quickly, the ribbons faded and fell apart. Daltrond awoke, alive and free of the disease and its debilitating effects.

Still wanting to help others, the Ilmatari pressed farther into the infected lands and eventually once again fell ill with the plague that so many people had survived because of him. A shrine to the Broken God was built on the site where he at last succumbed to the disease.

These relics appear as ordinary ribbons that Ilmatari often adorn themselves with, until the Broken God has deemed the wearer worthy of his blessing (as determined by the DM). Many of these relics have revealed themselves to dying Ilmatari in recent years, through need or accident. The ribbons are wrapped loosely around the wrists and ankles (although bracers and boots can be worn under them without penalty). If the wearer dies suffering for the sake of others, the ribbons wrap around the body in 1 round, completely encasing it. The following round, the ribbons unwrap and the Ilmatari is completely healed, as per the spell *resurrection*. The normal loss of level penalty for dying still applies. Once the relic is used, it will not function for that same person again.

To use this relic, you must worship Ilmater and either sacrifice a 3th-level divine spell slot or have the True Believer feat and at least 5 Hit Dice.

Strong conjuration; CL 13th; Craft Wondrous Item, Sanctify Relic, *resurrection*, creator must worship Ilmater; Price 11,000; Weight 1 lb.



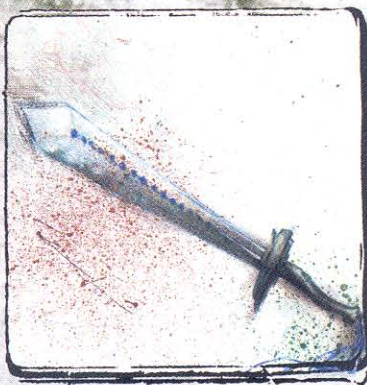
KELEMVOR: ASHEN STAFF OF INEVITABILITY

Kelemvor gave the knowledge of creating these smoke-colored staves of petrified wood shortly after the god understood his position as the Lord of the Dead. The sole purpose of these relics is to identify those without a patron deity (known as the Faithless) and “cleanse” them of their misunderstanding.

When the staff is within 20 feet of a Faithless, it begins to drone softly. If the relic ever strikes a Faithless, the power of the staff shows the target that his death is inevitable—and when it does occur he will writhe in agony, trapped in the Wall of the Faithless forever. The vision can be resisted with a successful DC 13 Will save. Failure means that the creature is stunned for 1d4 rounds while forced to confront his lack of a patron deity. Whether or not the creature undergoes an epiphany as a result of this forced introspection is up to the player of the stricken creature (or the DM). The power only works on intelligent, sentient creatures native to the Material Plane and capable of having a patron deity. Whether or not the save is successful, a creature cannot be affected again by this power for 24 hours. DMs should not automatically assume that creatures have no patron deity: they should consult the charts on pages 221–223 in *Faiths and Pantheons*. In all other ways, the *ashen staff of inevitability* strikes foes as a +1 ghost touch/+1 ghost touch quarterstaff.

To use this relic, you must worship Kelemvor and either sacrifice a 3rd-level divine spell slot or have the True Believer feat and at least 5 Hit Dice.

Moderate enchantment; CL 8th; Craft Magic Arms and Armor, Sanctify Relic, *augury*, *cause fear*; creator must worship Kelemvor; Price 16,600; Weight 10 lb; Cost 8,600 gp + 640 XP.



OGHMA: LEGENDMAKER

In recent years, fledgling Ohgmanyte bards, clerics, and others with wanderlust have carried a truly remarkable weapon—at least in the weapon’s opinion. This weapon, called *legendmaker*, has a voice all its own and is not afraid to use it to form an opinion, a song, or an overly intricate plan. *Legendmaker* was forged by Oghma himself (a fact that the weapon reinforces on occasion) and exists to experience and retell the epics surrounding the bearer and her companions. It is most likely found in the hands of an introvert, or someone unwilling or unable to tell of the tales of her life.

Legendmaker is a longsword and gives the bearer the Martial Weapon Proficiency (longsword) feat if she does not have it already. Its abilities depend on the character level of the bearer—as the legend of the bearer grows, so does the weapon’s power. The relic’s enhancement bonus depends on the character level of the wielder (+1 at 1st level, with an additional +1 for every four levels up to +5 at 16th level).

AL neutral; Int 19, Wis 10, Cha 19; Speech, telepathy, 120 ft. darkvision, blindsense, and hearing; Ego 24. *Legendmaker* has the following skills: Appraise +14, Perform (song) +14, and Spellcraft +14, as well as the bardic knowledge ability at +9. *Legendmaker* loves erudition and so gladly gives advice on any topic (although it tends

to give much more information than is desired). As Oghma is the god of bards as well as knowledge, *legendmaker* can utilize bardic music as a 4th-level bard, however it must be held to use this ability and it ceases singing should it be used to attack. It can speak (but not read) Common, Dwarven, Elven, Gnome, and Halfling.

To use this relic, you must worship Oghma and either sacrifice a 4th-level divine spell slot or have the True Believer feat and at least 7 Hit Dice.

Strong enchantment; CL 20th; Craft Magic Arms and Armor, Sanctify Relic, *legend lore*, *miracle*; creator must worship Oghma; Price 124,115 gp; Weight 4 lb; Cost 62,215 gp + 4,952 XP.



SHAR: AMULET OF PERFECT NIGHT

After Shar killed Ibrandul and assumed his identity, she basked in the Underdark—a place where the cursed rays of daylight never touch. It reminded her of the primeval darkness that existed before the world began. In commemoration of the eternal blackness that exists in the deep places of Faerûn, she created the first of the *amulets of perfect night* over the body of the fallen god of the Underdark. The amulets are flat black metal disks surrounded by a shadowy amethyst ring and are often confused with a simple holy symbol of Shar (and can be used as such).

As a standard action, the relic may emit a shadowy illumination (as the *darkness* spell) in a 20-foot radius around the bearer of the amulet. This effect cannot be countered by *daylight* or similar spells, as it is tied directly

HAND OF TORM

Abjuration [see text]

Level: Clr 4, Pal 4

Components: V, S, DF

Casting Time: 1 minute

Range: 10 ft.

Area: 10-ft. radius emanation centered on you

Duration: 1 hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create an immobile zone of warding that is permeable to those of your religion but repels all others. The warded area has a shimmering visible border, above which is a ghostly image of a giant hand (the appearance of the hand depends upon your patron, so Torm's clerics have a shining metal gauntlet, while those of Bane have a black clawed gauntlet and those of Malar have a great beast's claw).

Creatures that have the same patron as you, or are wearing a holy symbol of your patron, can enter and move within the warded area unhindered. Other creatures that try to enter or move within the area must make Fortitude saves or be stunned for 1 round. If a creature's only action is to try to move completely out of the area, the ward does not hinder it.

Clerics and paladins of deities other than Torm name this spell after their own deity—*hand of Ilmater*, for example. This spell has the alignment components of your patron, so if your patron is Torm, this is a lawful and good spell.

This spell originally appeared in *Magic of Faerûn*.

and continuously to the perpetual night of the Underdark (although it would be extinguished in an *antimagic field* or similar effect). The bearer of the relic gains darkvision out to 60 feet (if she does not already have it) and can see through magical *darkness* perfectly. Also, those within the area of *darkness* created by this relic take a -2 penalty on saves against Shadow Weave magic. Finally, the wielder can cause *blindness*, as per the spell, in any one target within 210 feet once per day as a standard action. A DC 13 Fortitude save resists this effect.

To use this relic, you must worship Shar and either sacrifice a 3rd-level spell slot or have the True Believer feat and at least 5 Hit Dice.

Strong evocation; CL 11th; Craft Wondrous Item, Sanctify Relic, *blindness/deafness*, *darkvision*, *deeper darkness*, creator must worship Shar, the item must be made in an unlit portion of the Underdark; Price 40,000 gp; Weight 2 lb.

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SUNE: RING OF FIREHAIR

During the Time of Troubles, Sune rescued Sharess, goddess of sensual fulfillment, from her darkly hedonistic passions and near subsumption by Shar. In their escape from the Dark Goddess' grasp, threads of Sune's hair fell to the Material Plane and formed into perfectly braided bands. While only five of these rings are currently known to exist, one or two more come into the possession of Sune's faithful every decade.

Wearing the goddess' ring gives the bearer a pronounced confidence in his interactions with others, granting a +2 sacred bonus to Charisma. Furthermore, others see this confidence, making initial NPC attitudes one level higher than they normally would be (making indifferent NPCs become friendly and so on). Note that this ability only affects the wearer of the *ring of fairhair*, and a creature or individual who might be only unfriendly to the ring's wearer might still be hostile toward other members of her group. Also, any hostile action taken by the Sunite breaks the power of the ring over the creatures or individual affected. Many would see an attack as the deepest of betrayals, and might pursue the Sunite above all others. This power cannot be turned off but does take 24 hours to take effect and remains with the wearer for 24 hours after taking off the ring.

To use this relic, you must worship Sune and either sacrifice a 4th-level divine spell slot or have the True Believer feat and at least 7 Hit Dice.

Moderate Enchantment; CL 7th; Forge Ring, Sanctify Relic, *calm emotions*, *eagle's splendor*, creator must worship Sune; Price 22,800; Weight 1 lb.



TEMPUS: THE WAR WIDOW

This curious relic is a battered warhammer with a haft partially covered by tattered black sackcloth. Recent legend has it that during the invasion of the Tuigan Horde, the battle-hardened clerics of the Order of the Steel Fang were being slowly eradicated by poison and other underhanded methods. They prayed to the Lord of Battles for a blessing that would protect them from unethical tactics, yet would still preserve the brutal fairness of war. Copies of this weapon appeared in their armories the next morning. Since then, the veteran warriors of Tempus have wielded the relic to make sure that they die gloriously in battle, and not from diseased rations or tripwires.

While carrying (but not necessarily wielding) *war widow*, it grants a +3 luck bonus on all saving throws made against disease, poison, and the effects of traps. The weapon otherwise functions as a +2 *anarchic warhammer*. The bearer must participate in a combat once a tenday or the relic ceases to function until the next combat (even the enhancement bonus fades). While it does not necessarily have to be a war in order for the combat to count, there must always be a chance of death. For example, gladiatorial battles count (even if they are voluntary), but butchering sheep does not.

To use this relic, you must worship Tempus and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 Hit Dice.

Moderate conjuration; CL 9th; Craft Arms and Armor, Sanctify Relic, *align weapon*, *resistance*, creator must worship Tempus; Price 36,812; Weight 1 lb; Cost 18,562 gp + 1,460 XP.



TORM: TRUEWORD BUCKLER

One of the greatest sacrifices in the Time of Troubles took place in the harbor of Tantras. Torm the True, bolstered to towering size, killed Bane—only to die himself from the struggle. His sacrifice was coupled with those of thousands of faithful, who willingly gave their lives so that Torm could prevail. Since the True One was restored to life by the overgod Ao, these shields have appeared on the forearms of the Martyr's Progeny, a group of devout adolescents orphaned by the crisis in Tantras. To a follower of Torm, the True God, the item's material is immediately apparent: it is Torm's own skin. While the unenlightened sees only a leather clad buckler, a follower of Torm sees, burned into the flesh, the word "truth" written in ten different languages.

The relic acts as a +4 *darkwood buckler*, and grants the wearer two additional powers. Once per tenday, the wearer can *discern lies*, like the spell heightened to 5th level. A DC 17 Will save resists this effect. Additionally, the buckler can activate the spell *hand of Torm* (presented in *Magic of Faerûn*) once per day. A DC 16 Fortitude save resists this effect. Both effects are cast at 9th-level.

To use this relic, you must worship Torm and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 Hit Dice. At the DM's discretion, the Hit Die restriction can be lowered if you are one of the Martyr's Progeny.

Strong abjuration; CL 13th; Craft Magic Arms and Armor, Sanctify Relic, *discern lies*, *hand of Torm*, creator must worship Torm; Price 27,415 gp; Weight 3 lb; Cost 13,815 gp + 1,088 XP. ■

HEALER'S TOUCH



The most recent great war brought incredible challenges. Many pious clerics of Pelor strove to heal everyone fighting for the cause of good. At times, the war made this task nigh impossible. The sheer volume of injuries and casualties, coupled with the dangers inherent to the battlefield, meant the clerics of the Shining One quickly became overwhelmed. Many injured soldiers died awaiting treatment.

Simple items, such as wands and potions of curative magic, proved useful but insufficient. A young half-orc named Tholveg, originally a warrior on the front lines of the war, saw this growing problem firsthand. Tired of the constant destruction wrought by war, she returned to a Pelorian temple-hospital and became a member of the clergy there. She spent months in quiet contemplation, tending to the injured and dying, until she received a vision. Sharing her vision with her superiors, Tholveg divided her time between tending patients and researching new ways to improve the care provided by other clerics. After the war, her legend says, Pelor himself appeared before Tholveg and took her from the material world.

Regardless of the truth of the legend surrounding her fate, the research conducted by Tholveg and her followers has proven invaluable in the years since. In an effort to spread care to as many suffering beings as possible, the church of Pelor has allowed its many clerics to share these items (and the knowledge of making them) with clerics of other good and neutral deities. The following items always

appear in the best-stocked hospitals and temples of Pelor, and most clerics devoted to healing at least know of their existence. Thanks to the openness of Pelor's clergy many adventurers have made excellent use of these items.

AMULET OF PRESERVATION

Death is imminent. Unavoidable. In war, the tragedy of the death of one person becomes subsumed by the tragedy of the deaths of many. When faced with such wide-scale mortality, maintaining some semblance of sanitary conditions becomes paramount.

Securing an *amulet of preservation* around a corpse's neck halts the decaying process for as long as it remains on the corpse. In addition, the *amulet of preservation* prevents the deceased wearer from rising as the spawn of certain undead (like ghouls, shadows, and vampires), and days spent under the influence of the amulet do not count against the time limit of a *raise dead* spell. Though developed by clerics of Pelor, the clergy of Wee Jas has found the greatest use for these items.

Faint necromancy; CL 3rd; Craft Wondrous Items, *gentle repose*; Price 6,000 gp; Weight 1 lb.

BOLT OF HEALING

After spending several years at the war's front, Tholveg developed a keen sense of irony. One of her first creations as a cleric of Pelor came from her frustrations

when attempting to bring injured companions to healers on the battlefield. Painted bright red and affixed with a blunt, cushioned tip, a *bolt of healing* allows a crossbow wielder to provide succor to her allies instead of suffering to her enemies.

When one of these +1 crossbow bolts strikes a target, it explodes in a flash of positive energy. A successful hit from a *bolt of healing* deals no damage, but instead cures its target of 1d8+5 points of damage. Against undead and other creatures harmed by positive energy, the bolt inflicts 1d8+5 points of damage instead. An undead creature struck by a *bolt of healing* can apply spell resistance and can make a DC 11 Will save to take half damage. Making a successful critical hit with a *bolt of healing* has no additional effect: the bolt still cures 1d8+5 points of damage regardless of how well it strikes.

Faint conjuration; CL 5th; Craft Magic Arms and Armor, cure light wounds; Price 132 gp; Weight —.

CALMING STONE

Pain, fear, insanity, and shock can cause a normally complacent and rational person to pose a danger to himself and others when brought into a hospital or healing tent. Healers and clerics find it difficult to administer treatment to a flailing patient, and helpful orderlies aren't always nearby to hold one down. Thus came *calming stones*. Since their introduction, *calming stones* have also become popular as decor in chambers set aside for diplomacy and political discourse.

When a user touches the stone and utters the command word, this 1-foot-diameter smooth rock emits a light, melodic tune that creates the effect of a *calm emotions* spell for up to 10 minutes. Repeating the command word ends the effect. A *calming*



stone can be used up to three times per day.

Faint enchantment; CL 3rd; Craft Wondrous Item, calm emotions, ghost sound; Price 10,800 gp; Weight 25 lb.

DETOXIFICATION ORB

While not nearly as dangerous or feared on the battlefield as in the intrigue-ridden halls of court, poison can nonetheless bring down even the heartiest warrior. Since the creation of *detoxification orbs*, royals, nobles, and wealthy merchants alike have sought to acquire them en masse.

A crystal orb roughly 6 to 8 inches in diameter, a *detoxification orb* works when it is placed against the skin of a poisoned creature and tapped twice. In a flash of light the orb draws out any poisons in the creature's system, filling the otherwise clear sphere with a green mist. This effect duplicates the *neutralize poison* spell, except its duration is instantaneous and thus does not provide any further protection. After 1 round the mist dissipates within the orb. A *detoxification orb* crumbles to dust after 10 uses.

As a standard action, the user of the *detoxification orb* can make a Craft (poisonmaking) check to identify a poison drawn out with it (the DC equals the poison's Fortitude save DC).

Faint conjuration; CL 5th; Craft Wondrous Item, neutralize poison; Price 3,000 gp; Weight 2 lb.

GEM OF POISON DETECTION

Defense is harder than offense, and this is most true when it comes to poison. For centuries, those who attacked with poison could use their weapon of choice at will, having little fear of discovery. With the recent development of a cheap and reliable means of locating poisons and toxins, however, it is the attacker who must now innovate.

This magical gem appears as a finely cut emerald. Placing the gem against a creature's bare skin and speaking the first command word detects whether or not the creature is poisoned. When placed within 1 foot of food or drink and the second command word is spoken it detects poison present. Pointing the gem at a creature within 30 feet with whom you have line of effect and speaking the third command word detects whether that creature has a poison attack or is using poison on one of its weapons. If the *gem of poison detection* detects poison in any of those three ways it turns black and cold.

Even if the *gem of poison detection* is somehow disenchanting it remains a gem worth 100 gp.

Faint divination; CL 1st; Craft Wondrous Item, detect poison; Price 1,100 gp; Weight —.

HEALER'S





MASK

Those who spend their lives tending to the sick risk illness themselves. These masks help protect healers so they may continue their good works.

Made from strong burlap and treated with special chemicals as well as magical enhancements, a character wears a *healer's mask* over his mouth and nose, taking up the necklace slot. A *healer's mask* casts *remove disease* on its wearer when first donned. A *healer's mask* can only cast *remove disease* once; if removed and donned again it provides only the +2 bonus on saves. For one month after the mask casts *remove disease* it provides a +2 bonus on all saves made to resist or overcome diseases (natural or magical) to anyone wearing the mask when such a save must be made. At the end of that month the *healer's mask* becomes a nonmagical burlap mask. Any creature may gain the saving throw bonus, but only the first creature to put on the mask gains the benefit of the *remove disease*.

Faint abjuration; CL 1st; Craft Wondrous Items, *remove disease*, *resistance*; Price 3,125 gp; Weight —.

MEDIC HAT

These upright white hats made of a heavy cloth bear Pelor's holy symbol. Healers of all faiths who spend time on battlefields cherish these items. Veterans generally don't bother directly attacking those wearing *medic hats*, as the hats provide their wearers with a powerful ward that guards them against direct assault.

Whenever a *medic hat* wearer casts a spell of the conjuration (healing) subschool she is pro-

tected as by the *sanctuary* spell (DC 11) for 1 round per level of healing spell cast (a 0-level spell grants no *sanctuary* effect). The duration of the *sanctuary* effect overlaps with multiple healing spells so that only the highest-level or most recent spell affects it. For example, a cleric who casts *heal* is protected for 6 rounds. If she casts *heal* again on the next round the duration of her *sanctuary* effect lasts for 6 rounds beginning that round. Those who succeed on the Will save to attack the wearer of a *medic hat* are immune to its effects for one day.

Faint abjuration; CL 1st; Craft Wondrous Items, *sanctuary*; Price 8,000 gp; Weight —.

ROD OF DISENCHANTMENT

A foot-long ivory rod with 1-inch bands of ebony at either end, a *rod of disenchantment* is the bane of those who rely on magical effects to bolster their abilities. To those afflicted with detrimental magic, it is a blessing.

When touched to a creature (a melee touch attack) and the command word is uttered, several effects occur simultaneously and instantaneously:

- All enchantments on the creature cease functioning.
- All transmutation effects on the creature end.
- All curses (as from *bestow curse*) on the creature are removed.
- All cursed items in the creature's possession cease functioning and drop to the ground.

All effects function as per *break enchantment* at caster level 16.

After discharging, a *rod of disenchantment* loses its magical properties for 12 hours until it recharges (it still detects as magical, however). The rod creates the following effects:


Moderate abjuration; CL 16th; Craft Rod, *break enchantment*, *greater dispel magic*; Price 50,000 gp; Weight 1 lb.

THOLVIG'S FINAL PRAYER

According to the legend surrounding Tholvig, the first appearance of this item came when Pelor took her from the material world. Supposedly, those who witnessed the event found a handful of these items near the location of her disappearance.

Pelor's holy symbol is clearly visible within the center of this 1-inch-diameter fragile clear crystal marble. To use this item, the user must shatter the item upon the ground (as a standard action that does not provoke an attack of opportunity) and loudly exclaim, "May Pelor's grace protect me."

When activating the item, the user must immediately choose one of four effects: *cure serious wounds*, *remove blindness/deafness*, *remove curse*, or *remove disease*. All effects target the item's user and are cast at 15th level.

Strong conjuration and abjuration; CL 15th; Craft Wondrous Item, *cure serious wounds*, *remove blindness/deafness*, *remove curse*, *remove disease*; Price 3,000 gp; Weight —. 

In memory of Jessica Marshall.



ANIMATED ANTIQUITIES

Just as the Industrial Revolution changed the primary sources of power and mobility from living creatures—such as horses and oxen—so too does magic allow characters to work, move about, and prosper. From an item as simple as an everburning torch to one as complex as a magical airship, magic items crafted to assist their users remain ever popular among both spellcasters and lay people.

The infinite imaginations of dwarves, gnomes, and humans have created a vast assortment of magic items to make the lives of kings and commoners easier. Some innovations have little or no practical application for the rugged and demanding lives of adventurers, but as adventurers tend to drive economies and invention, many items built to aid workers, sages, and experts also find use in the dankest dungeons.

A short catalog of such useful items follows.

BATTERING BALL

Adventurers invariably encounter obstacles such as blocked entrances and locked doors. In such cases, the only thing better than a battering ram is a *battering ball*.

Originally used by dwarven miners, *battering balls* broke into the open market when gnome engineers

began using them for demolition tasks. Gnome engineers who completed an architectural project sometimes sold *battering balls* to city merchants or adventurers with the appropriate contacts.

Weighing less than a portable ram and at only 1 foot in diameter, the *battering ball* nevertheless packs a heavy punch. Upon command, a *battering ball* flies up to 10 feet until it strikes a solid object.

It then quickly returns to its original position, flying back using the most direct route. Once per round it flies forward again, repeating this action until commanded to stop.

A *battering ball* has a +12 bonus for the purpose of overcoming the break DC of an object. A *battering ball* cannot attack attended objects. If a *battering ball* enters a square occupied by a creature it stops short of striking the creature and returns to its starting square, where it does not move again until commanded.

Moderate transmutation; CL 9th; Craft Wondrous Item, *telekinesis*; Price 2,000 gp; Weight 15 lb.



CLAIRAUDIENCE BEETLE

Originally created by a treacherous elf sorcerer to spy on a group of nearby druids, *clairaudience beetles* have only recently become common among spies, rogues,

and other underworld types. Useful in almost all environments, these innocuous items owe some of their popularity to their ability to blend in and be ignored.

A *clairaudience beetle* has a size similar to many natural beetles. Its carapace is mottled, except that on close inspection the patterns reveal themselves as runic markings. If turned upside down, small clockwork legs stick out, providing locomotion.

Shy of any moving thing larger than itself, a *clairaudience beetle* behaves like a skittish beetle. When discovered, it attempts to hide and retreats into especially small places just large enough for itself. The owner of a *clairaudience beetle* has limited control over its actions: the beetle comes when called, follows a designated target, and halts on command. With a command word the beetle records sound for 1 hour, beginning when the command to record is given. At any time after its owner gives the command to record he can call the beetle to himself (which ends the recording process). By speaking another command word and holding the back of the beetle to his ear, the owner can listen to everything the beetle recorded. A third command word erases the

beetle's memory and allows it to record new sounds. The beetle must be able to hear its owner to obey his commands.

The *clairaudience beetle* uses the stats for a Fine animated object (see sidebar), except that it also has a fly speed of 10 feet with average maneuverability.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate object*; Price: 7,500 gp; Weight —.

FLOATING BOOK

A librarian's dream, a *floating book* knows its name and comes when called. Designed by academic magic users, *floating books* are difficult to lose and rarely out of reach.

Much like an armor or weapon special ability, the floating quality can be added to any masterwork book or spellbook.

A *floating book* hovers approximately 3 feet above the ground at all times and remains in the orientation its owner sets it (laid flat, up at an angle, face down, and so on). The book floats horizontally and unless commanded otherwise accompanies its owner. Placing any weight on the book causes it to fall.

Faint evocation; CL 3rd; Craft Wondrous Item, *Tenser's floating disk*; Price +500; Weight per book.



Animated Object, Fine Fine Construct

Hit Dice: 1/4 d10 (1 hp)

Initiative: +4

Speed: 10 feet (2 squares)

Armor Class: 23 (+8 size, +4 Dex, +1 natural),
Touch 22, flat-footed 19

Base Attack/Grapple: +0/-21

Attack: Slam +3 melee (1d2-5)

Full Attack: Slam +3 melee (1d2-5)

Space/Reach: 1/2 ft./0 ft.

Special Attacks: —

Special Qualities: Construct traits, dark-vision 60 ft.

Saves: Fort +0, Ref +4, Will +1

Abilities: Str 1, Dex 18, Con —, Int —, Wis 12,
Cha 1

Skills: —

Feats: —

Environment: Any

Organization: Solitary

Challenge Rating: 1/10

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

See page 13 of the *Monster Manual* for more information on animated objects. Fine animated objects are too small to have any of the special attacks of larger animated objects. A Fine animated object might be an ink pen, vial, coin, key, or similar item.



FLYING LANTERN

Created by a veteran of many underground adventures and devised to prevent disagreements over who has to hold the torch, the *flying lantern* has begun to compete with the popular everburning torch in some locales.

Red and yellow stained glass combine to create magical runes on the windows and the lantern's cap is engraved with depictions of gliding bats. Runes and other softly glowing arcane marks typically cover the long tapered bottom.

When commanded, this beautifully wrought lantern hangs in the air at the elevation its owner releases it and maintains a constant interval of 5 feet between itself and its owner. It navigates around obvious obstacles such as stalagmites. It has a speed of 30 feet, uses oil as a regular lantern and requires refueling in the same way.

Moderate transmutation; CL 5th; Craft Wondrous Item, fly; Price 1,600; Weight 3 lb.

POISON-DART WASP

More reliable than a poison-tipped dart, the wasp's design came from a wizard and retired spy. Because of its animation, even if the *poison-dart wasp* misses with its attacks it may continue to create a distraction.

Shaped and painted like a wasp, it is stylized to appear like a toy at first glance, and from barb to head it measures 9 inches long. Its owner may comfortably grasp it in one hand. It bends at the waist, allowing it to collapse for safe and easy storage.

Poison must be applied to the *poison-dart wasp* as normal, but unlike a normal dart, when the wasp misses its designated target it continues to attack until it hits, is knocked from the air, or is recalled by its owner. When the wasp strikes its target it deals 1 point of damage and delivers whatever contact or injury poison its owner applied to its barbed stinger. The barbed stinger

snaps off on a successful attack and the wasp falls inertly to the ground. It may be refitted with a new barbed stinger (and thus reactivated). A replacement barbed stinger costs 100 gp and reactivates the *poison-dart wasp*.


The *poison-dart wasp* uses the stats for the Fine animated object (see sidebar), except that it has a fly speed of 30 feet (with good maneuverability) and stings instead of slams.

Moderate transmutation; CL 11th; Craft Wondrous Item, animate objects; Price 3,300 gp; Weight, 1 lb.

TRICK COIN

This normal-looking silver coin responds positively to a call of its owner of "heads" or "tails." The coin lands to show whichever side would let its owner win the toss. Conversely, it responds negatively to calls made by voices other than the owner, showing whichever side that would cause a call from someone besides its owner to lose. These specifications remain regardless of the holder of the coin and how it is flipped.

A creature must keep a *trick coin* on his person for 24 hours in order to attune the coin and establish himself as its owner.

Faint transmutation; CL 3rd; Craft Wondrous Item, mage hand; Price 350 gp. 



by Scott Noel • illustrated by Attila Adorjany

ARSENAL OF THE WAR MAGES

Wizards tend to craft items that enhance their own abilities and those of the warriors who protect them. Some, however, work for military organizations, where they discover that soldiers need more than just weapons enhanced by the power of magic. Battle-hardened wizards often learn that victory comes not by strength of arms, but rather through preparation, reconnaissance, and clear communications.

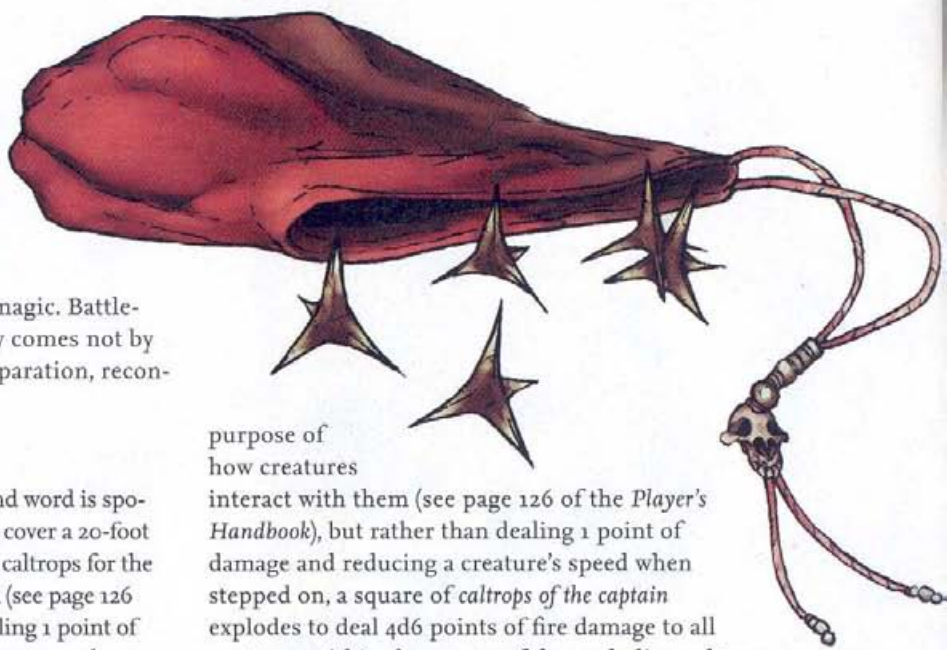
CALTROPS OF THE CAPTAIN

When placed on the ground and its command word is spoken, one of these glass caltrops multiplies to cover a 20-foot radius. These magic caltrops act like normal caltrops for the purpose of how creatures interact with them (see page 126 of the *Player's Handbook*), but rather than dealing 1 point of damage and reducing a creature's speed when stepped on, a square of *caltrops of the captain* explodes to deal 2d6 points of fire damage to all creatures within the square of the exploding caltrop (DC 14 Reflex save for half damage). Once the caltrops in a square explode none remain in that square and it is safe to walk through normally. Once activated, the caltrops remain for 2 hours before turning to dust.

Faint evocation; CL 5th; Craft Wondrous Item, *fireball*; Price 1,000 gp; Weight —.

CALTROPS OF THE GENERAL

Similar to the *caltrops of the captain*, *caltrops of the general* cover a larger area and deal more damage. When placed on the ground and its command word is spoken, one of these lead caltrops multiplies to cover a 30-foot radius. These magic caltrops act like normal caltrops for the



purpose of how creatures interact with them (see page 126 of the *Player's Handbook*), but rather than dealing 1 point of damage and reducing a creature's speed when stepped on, a square of *caltrops of the captain* explodes to deal 4d6 points of fire damage to all creatures within the square of the exploding caltrop (DC 14 Reflex save for half damage). Once the caltrops in a square explode none remain in that square and it is safe to walk through normally. Once activated, the caltrops remain for 2 hours before turning to dust.

Moderate evocation; CL 10th; Craft Wondrous Item, *fireball*; Price 4,000 gp; Weight —.

CALTROPS OF THE SCOUT

When placed on the ground and its command word is spoken, one of these cold iron caltrops multiplies to cover a 10-foot radius. These magic caltrops act like normal caltrops for the purpose of how creatures interact with them (see page 126 of the *Player's Handbook*) and how they reduce the movement of creatures affected by them. *Caltrops of the scout* act as +1 cold iron weapons, however, giving them a +1 attack bonus

and allowing them to overcome damage reduction. In addition, they deal 1d3+1 points of damage (instead of 1 point of damage). Once activated, the caltrops remain for 2 hours (even after they affect a creature) before turning to dust.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor; Price 2,000 gp; Weight —.

CAPTAIN'S STANDARD

These simple banners typically hang from the shafts of longspears. When raised in combat and the command

word spoken, a *captain's standard* radiates an aura of courage that grants allied creatures within a 30-foot radius a +2 morale bonus on attack and weapon damage rolls and a +4 morale bonus

on saving throws made to resist fear effects. If the standard bearer uses the weapon

the *captain's standard* is attached to in melee the effect is broken. The standard bearer can fight with a weapon in his other hand,

incurring the standard penalties for fighting with two weapons. A *captain's standard* can be used once per day. Its effect lasts for 1 minute or until it is lowered.

Moderate enchantment; CL 6th; Craft Wondrous Item, *divine favor*, *remove fear*; Price 7,600 gp; Weight 1 lb.

CAVALRYMAN'S BRIDLE

These beautiful, finely tooled bridles were specially designed for warriors serving in woodland realms. A *cavalryman's bridle* allows the mount to move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at its normal speed, without taking damage or suffering

any other impairment. Magically manipulated thorns, briars, and overgrown areas still affect it. In addition, the mount leaves no trail in natural surroundings and cannot be tracked. Its rider may choose for the mount to leave a trail if so desired. The mount must be wearing light or no barding to gain these benefits.

Moderate transmutation; CL 11th; Craft Wondrous Item, *freedom of movement*, *pass without trace*; Price 10,000 gp; Weight 2 lb.

CAVALRYMAN'S SADDLE

Horsemen in the field covet these magnificent items. A *cavalryman's saddle* increases a mount's base land speed by 10 feet, grants it a +5 competence bonus on Jump checks, and grants it the benefits of the feats Endurance and Run.

Moderate transmutation; CL 10th; Craft Wondrous Item, *jump*, *longstrider*; Price 8,500 gp; Weight 30 lb.

CAVALRYMAN'S SPURS

These intricately crafted spurs, of the type gifted to cavalry officers as a mark of status, attach to any boot and are small enough that they do not impede the wearer's ability to walk or run. These spurs grant the wearer a +5 bonus on Ride and Handle Animal checks. In addition, a rider wearing *cavalryman's spurs* has a 95% chance of staying in the saddle if knocked unconscious, regardless of the type of saddle he uses (but not if he is riding without a saddle).

Moderate transmutation; CL 10th; Craft Wondrous Item, *calm animals*; Price 7,000 gp; Weight —.

EARRINGS OF THE WOLF

Usually crafted to include a military unit insignia, these earrings allow wearers of an attuned set to communicate over great distances using only

their normal speaking voices, even if caught in the din of battle. A typical attuned set consists of a dozen earrings. Every individual wearing an *earring of the wolf* is in constant communication with every other wearer of an attuned set, hearing every word spoken by each other wearer of an attuned earring. An *earring of the wolf* ignores all other noises except its wearer's voice, regardless of the volume of other sounds. You need only wear one *earring of the wolf* for it to function. *Earrings of the wolf* have a range of 1 mile.

Not every earring must be within 1 mile of the rest of its attuned set, but an earring can only hear from and transmit to others in its set within 1 mile of its location. *Magical silence*, 5 feet of stone, 1 foot of common metal (or a thin sheet of lead), or 10 feet of wood or dirt blocks the earring's effect.

An *earring of the wolf* works only with the other earrings in its own attuned set. Additional earrings can be made and joined to an existing set, but only if all other earrings are present during



the creation of the new one, allowing them all to be attuned together.

Faint transmutation; CL 5th; Craft Wondrous Item, *message*; Price 2,000 gp per earring; Weight —.

GAUNTLETS OF THE SIEGBREAKER

These heavy armored gauntlets grant their wearer a +2 enhancement bonus to Strength. The wearer is considered armed for the purpose of making or provoking attacks of opportunity, and any strike he makes with a gauntlet deals lethal damage. In addition, whenever a wearer of *gauntlets of the siegbreaker* makes a sunder attack or attacks a wall or other structural element the attack ignores hardness and deals 2d4 points of damage to such objects. Three times per day, the wearer can touch a door or gate and affect the portal with a *knock* spell as if cast by a 15th-level caster.

Strong transmutation; CL 15th; Craft Wondrous Item, *bull's strength*, *knock*; Price 11,000 gp; Weight 1 lb.

QUIVER OF THE NORTH WIND

While a *quiver of the north wind* appears to only hold a score of arrows, it in fact houses an extradimensional space that can hold up to 200 arrows. It always weighs the same no matter how many arrows are placed inside it. A *quiver of the north wind* has two additional properties as well. After a character bears the quiver for 24 hours, the *quiver of the north wind* attunes to that character. Thereafter, if anyone other than the quiver's owner attempts to fire an arrow from the quiver the arrow disperses into harmless mist mid-flight. Lastly, three times per day the quiver allows its owner to cast a *true strike* spell that can only affect ranged attacks.

Moderate conjuration and divination; CL 9th; Craft Wondrous Item, *true strike*; Price 12,000 gp; Weight 2 lb.

SCOUT'S JOURNAL

A *scout's journal* typically appears not as a book but rather as a large ornate parchment scroll brilliantly illuminated with mysterious symbols mounted on a backing of supple worked leather. These scrolls are opened or closed using two rolling rods on each side. Rolled into the parchment of a new *scout's journal* is a plain silver ring. Wearing this ring does not take up a magic item slot (although it does glow with moderate divination magic if *detect magic* is used on it). The journal tracks the ring wearer, creating a



perfectly accurate map of where he goes and annotating the margins with descriptions (in Common) and sketches of more interesting features the wearer sees (determined at the DM's discretion). The map and notes are based only on what the ring wearer sees and does; it does not fill in unseen areas or make assumptions. The journal records only maps, notes, and sketches, and cannot be used to record specific messages or spells (either as a spellbook or a scroll). The map covers an area of 100 square miles (10 miles by 10 miles). Once a map and notes cover the entire parchment (typically by exploring most of the area the parchment can map out) both it and the ring lose their magical properties and revert to being nothing more than a map (with extensive notes) and a plain silver ring worth 50 gp. The ring can be reused to create a new *scout's journal*, reducing the cost of creating the new item by 50 gp. A ring can only be attuned to one piece of parchment at a time.

Strong divination; CL 15th; Craft Wondrous Item, *locate object*, *permanent image*; Price 2,000 gp; Weight 2 lb. (parchment only); Cost 1,025 gp + 78 XP.

SENTRY'S EYE


Elven wizards first created these items, composed of small semiprecious stones wrapped in gold wire and carved with runes, to aid their elven comrades on patrol. When held, a *scout's eye* grants a +5 enhancement bonus on Listen, Search, and Spot checks. In addition, the wielder can automatically determine the exact time as well as where true north lies in relation to himself, as if he had 5 ranks in Survival.

Moderate divination; CL 7th; Craft Wondrous Item, *know direction*; Price 9,500 gp; Weight —.

SIGNALLING TRUMPET

These beautiful instruments grant their user the ability to communicate over great distances regardless of nearby sounds (including the din of war). Any user may speak a single word through the horn (as a standard action), which is heard and understood by all creatures the user does not consider an enemy within 100 feet. Enemies of the trumpet's user instead hear a short and meaningless blast on the trumpet.

In the hands of a character with ranks in Perform (wind instruments), however, the *signalling trumpet* grants additional powers. Such a user can speak one word per rank in Perform (wind instruments), and his trumpeting can be heard to a distance of 1/4 mile (1,320 feet) per 5 ranks. Once again, those whom the trumpeter considers enemies hear only several meaningless trumpet blasts. Issuing a message from a *signalling trumpet* requires a standard action.

Strong illusion; CL 13th; Craft Wondrous Item, *ghost sound*, *whispering wind*; Price 5,000 gp; Weight 2 lb. 

WIZARD'S WORKSHOP

Not all magic items are meant for combat. While outfitting the party with exceptional arms and armor is a worthy pursuit, sometimes a wizard deserves to take some time off and pick up a little something for himself. The study of the arcane arts is, after all, an imprecise science at best, and with it comes a host of routines and chores best foisted off on someone—or something—else.

Each of the following items is designed to assist a wizard in his day-to-day studies, automating tedious tasks and providing assistance with the research and experimentation essential to magical scholars. Fortunately for the adventurous wizard, they prove just as useful on the road as in the laboratory.

Arcane Fence

These magical stakes allow anyone to quickly set up a perimeter alarm.

Description: These four nondescript metal poles are 2 feet long and pointed at one end. When grasped, these silver stakes buzz with an energy that is felt rather than heard. The farther apart the four are moved (up to 20 feet), the more powerful the hum.

An arcane fence comes in a set of four stakes, but multiple sets can be combined to allow for a larger area to be protected. Stakes from more than one set can be attuned to one another by bundling them together with a silk rope for one week. At the end of that week, the sets can be used independently or together for up to one month. If the sets are not used together within a month of becoming attuned, they must be reattuned.

A set of arcane fence stakes can function with as few as three stakes.

Activation: Driving all four stakes into the ground engages the wards, which last as long as the stakes remain in the ground. In order to be effective, each stake must be within 20 feet of at least two others, making a 20-foot square

the most common arrangement. Stakes taken out of range quit humming and lose their effectiveness until brought back within range of their fellows.

Effect: When driven into the ground in an acceptable configuration, the stakes create an *alarm* spell that affects the enclosed area until such time as the stakes are pulled up by someone with the appropriate password. Any other creature crossing the invisible line between two stakes or attempting to remove one or more stakes triggers the alarm as per the spell description, sounding a loud klaxon audible only to those in the enclosed area. Additionally, the stakes have the option of creating a soothing white noise, as a *ghost sound* spell, that helps to drown out background noise. If used in this way, creatures outside the perimeter of the staked-off area take a -2 penalty on Listen checks to hear inside it.

Aura/Caster Level: Faint abjuration and illusion; CL 3rd.

Construction: Craft Wondrous Item, *alarm*, *ghost sound*; 1,000 gp; 80 XP; 2 days.

Variants: A more luxurious version of the *arcane fence*, with a market price of 4,000 gp, grants all the same benefits but includes the effects of an *endure elements* spell for everyone within the enclosed area.

Weight: 1 lb.

Price: 2,000 gp for a set of four. A single replacement stake costs 1,000 gp and must be crafted in the presence of the remaining stakes in a set.

Containment Cloth

This ornate circle of cloth acts as a portable summoning circle.

Description: When unfolded, this circle of thick tan cloth has a diameter of 5 feet. While one side is blank, the other is a mish-mash of runes and arcane symbols sewn in crimson, blue, black, and sparkling golden thread. Around the edge, thick lines enclose further



densely-packed pictograms depicting tiny stick figures summoning crude animalistic shapes.

Activation: When laid flat on a roughly horizontal surface, the *containment cloth* becomes a portable summoning circle. Once engaged, the circle remains flat and active until deliberately peeled off the surface and refolded. At its tightest, the cloth can be folded into a cube 6 inches to a side.

Effect: Any monster summoned into the center of the *containment cloth* is immediately subjected to a *dimensional anchor* spell, while four permanent *magic circle* (against chaos, evil, good, and law) spells focused inward bind any creature with the chaos, evil, good, or law descriptor to the center of the circle until such time as the user releases it or the field is successfully targeted with a *dispel magic* spell (causing one area of the cloth to peel up; laying it back down reactivates it).

Aura/Caster Level: Moderate abjuration; CL 7th.

Construction: Craft Wondrous Item, *dimensional anchor*, *magic circle* (against chaos, evil, good, law); 20,000 gp; 1,600 XP; 40 days.

Weight: 1 lb.

Price: 40,000 gp.

Failsafe Ring

This ring ensures its wearer's defensive spells are in place at crucial moments, helping counter unexpected attacks and preventing tragic workspace accidents.

Description: This steel ring is blank and smooth except for the circular crown, which traditionally bears a stylized red cross on a white background. The inside surface is pebbled with tiny nodes that detect stress and shock in its wearer.

Activation: A *failsafe ring* monitors its wearer's condition at all times. If the wearer takes damage, it immediately activates. This effect cannot be avoided without first removing the ring—the ring activates even if the damage kills or renders the wearer unconscious, but it does not activate in time to affect the damage source that activated it. It can also be triggered manually by twisting the ring clockwise (as a standard action).

This effect can only be activated once per day. It does not activate if the wearer is already under the protection of the spell it provides.

Effect: Upon activation, the *failsafe ring* bestows the benefits of a *mage armor* spell on its wearer, as if cast by a 1st-level wizard. The benefits last for the full duration of the spell, even if the ring is removed.

Aura/Caster Level: Faint conjuration; CL 1st.

Construction: Forge Ring; *deathwatch*, *mage armor*; 400 gp; 32 XP; 1 day.

Variants: The most common variation casts *shield*, but the concept itself is a simple one and has occasionally been extended to include such defensive spells as *blink* (12,000 gp; CL 5th), *fire shield* (22,400 gp; CL 7th), and *invisibility* (4,000 gp; CL 3rd).

Weight: —.

Price: 800 gp.

Occulus

These arcane goggles offer a quick and convenient way for the wearer to identify magic items.

Description: These steel-studded, black-leather goggles attach to the wearer with a thick, workmanlike strap. Only the thin ruby lenses separate these goggles from something a normal blacksmith or metallurgist might wear.

Activation: To activate the goggles, the wearer must slide the apparatus down over his eyes and study the magic item in question. With it clearly in view, he must then focus his eyes solidly on a tiny rune engraved on each lens for 1 round, triggering the effect. The goggles may be used up to five times per day and do not require the user to be able to cast spells.

Effect: Items targeted with the *occulus* are subject to an instantaneous *identify* spell, without the standard hour-long casting time or the costly material components (which are instead incorporated into the creation process).

Aura/Caster Level: Faint divination; CL 1st.

Construction: Craft Wondrous Item, *identify*; 5,000 gp; 400 XP; 10 days.

Weight: 1 lb.

Price: 10,000 gp.

Researcher

This construct is an invaluable research aid, helping characters quickly sift through vast quantities of written information.

Description: Resembling a blood-shot eyeball with eight black clockwork legs, the *researcher* is content to ride motionless in a pouch or backpack until its services are required, at which point it scuttles off on insectile legs with startling speed. Certain eccentric sages allow their *researchers* to remain active permanently, in which case the constructs prefer to ride on the sage's shoulder like a parrot or clamber around his clothing with spiderlike grace, occasionally emitting high-pitched peeps like those of a baby bird.

In combat, treat the *researcher* as a Tiny animated object (*Monster Manual*, 13) that cannot attack.



Activation: Although not actually sentient, constant exposure to its master during the apprenticeship period (see below) allows a *researcher* to slowly attune itself to its master's mannerisms and speech patterns. As such, it's enough for its master to directly address it and state a simple subject. Questions are too complex for the tiny construct, and requests may never be more specific than the closest corresponding Knowledge category—"nobility" or "politics" works, but "nobles with ties to the Scarlet Brotherhood" overwhelms the *researcher* and causes it to collapse in a shuddering tangle of legs until soothed with gentle words and petting. Such comforting requires 1 minute.

Researchers require a well-stocked library and 15 minutes of study to be completely effective. Reducing the amount of information or length of time available to it might reduce the construct's effectiveness, at the DM's discretion. Bonuses from multiple *researchers* working on the same topic in the same library do not stack, as their methods of research are identical.

A newly constructed *researcher* requires a period of three months to become attuned to its master before reaching peak effectiveness. During this time, the construct rides on shoulders or under caps and hoods. Mindlessly loyal, a

researcher may not take a new master unless its current one dies or voluntarily transfers ownership, at which point a new apprenticeship period begins.

Effect: Built around a magically reduced section of quasit brain, the *researcher* is frequently a sage's most valuable tool. Released into a library and given a simple topic to research, the construct races around scanning tomes and scrolls with tremendous speed, looking for references to the specified area of study, then returns to telepathically communicate its found information into its master's mind, granting an hour-long bonus of +5 on Knowledge checks in the specified field. A character using a *researcher* in an untrained Knowledge discipline remains unable to use the skill. The massive inflow of knowledge from a *researcher* has no structure and appears without context, requiring the user to make the proper inferences and connections that only someone who has studied the subject can do.

Aura/Caster Level: Moderate divination and transmutation; CL 11th.

Construction: Craft Wondrous Item, *animate object*, *legend lore*; 1,250 gp; 100 XP; 3 days.

Variants: Some DMs might allow a PC to take a *researcher* in place of a familiar.

Weight: 1 lb.

Price: 2,500 gp.

Thaumatoscope

This spyglass allows its wielder to instantly recognize magical items and auras.

Description: Resembling an ornate spyglass, the *thaumatoscope* is a collapsible tube of leather and bronze with glass lenses at both ends. When extended to its full 12-inch length, the spyglass tapers gradually back toward the eyepiece, with strange, extendable arcane instruments jutting from the sides at all angles.


Activation: Placing the *thaumatoscope* to an eye and scanning an area within the user's normal sight range through it grants the instrument's benefits. Doing so is a standard action.

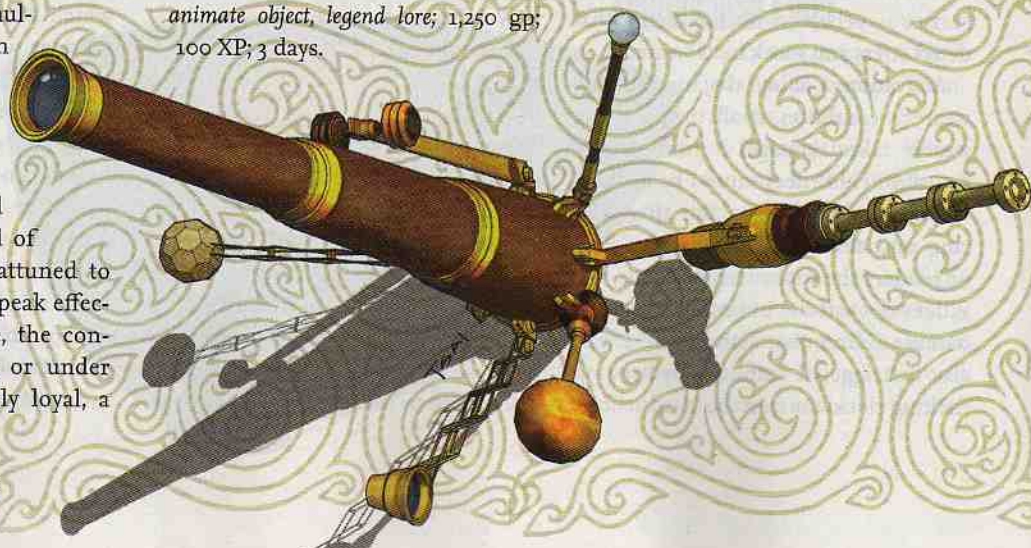
Effect: By scanning an area through the *thaumatoscope*, a spellcaster can instantly gain the benefits of *detect magic* as if he had cast the spell on every object within view. In addition, he gains a +2 competence bonus on Spellcraft checks made to identify the auras of objects viewed through the glass. Area-affecting auras and the auras of magic-using characters are visible through the glass as well. If a character without the ability to cast spells uses the scope, magical auras glow blue, but no further information is offered.

Aura/Caster Level: Faint divination; CL 3rd.

Construction: Craft Wondrous Item, *detect magic*; 500 gp; 40 XP; 1 day.

Weight: 1 lb.

Price: 1,000 gp. 



by Greg Marks • illustrated by David Wahlstrom

IN DEFENSE OF HOME AND HOARD

Most adventuring parties daydream about the treasure they might claim amid the piles of gold coins and jeweled statues of a vanquished dragon's hoard. However, just because adventurers might find some magic items in a dragon's hoard useful doesn't mean the treasure trove might not also contain a few items designed specifically with a dragon in mind. To protect their lairs, wise dragons create a host of powerful items that might not only act as prizes to be won, but also as tools to use against treasure-hunting thieves!

AMULET OF FEARSOME MIGHT

This bronze necklace is formed in the shape of a roaring draconic head embedded with sparkling ruby eyes. First created by the brass dragon Usszontocak to avoid combat, none know of the amulet's fate, nor whether its power was ever duplicated.

When worn, the *amulet of fearsome might* doubles the radius of the wearer's innate frightful presence (to a 60-foot radius per age category in the case of dragons) and increases the DC to save against it by +2.

If the wearer does not have a frightful presence, the amulet does not bestow any such ability.

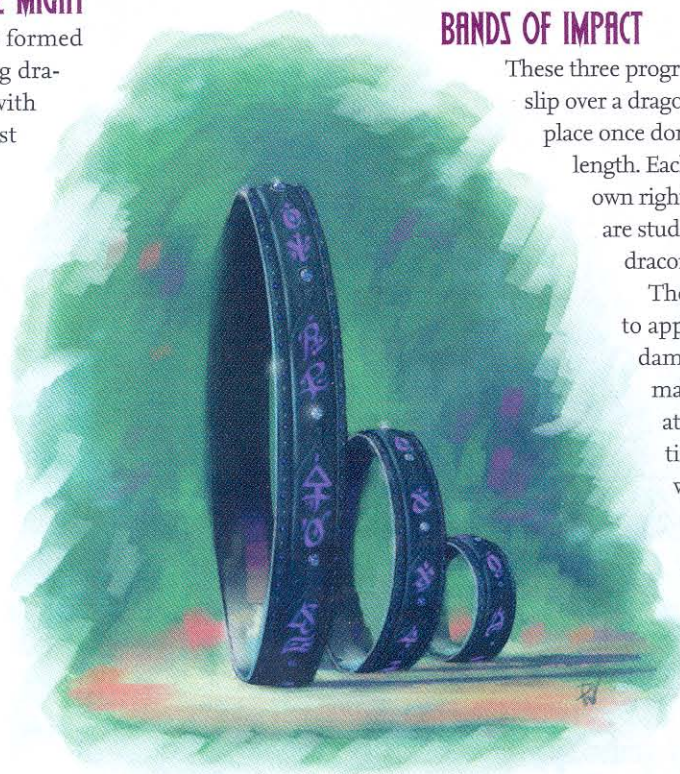
In addition, any spells or spell-like abilities with the fear descriptor cast by the wearer have their DCs increased by +2. This bonus does not stack with that from the feats Spell Focus or Greater Spell Focus. This ability functions whether or not the wearer has an innate frightful presence.

Moderate necromancy; CL 7th; Craft Wondrous Item, crafter must possess the frightful presence special ability, *fear*; Price 11,100 gp; Weight 1 lb.

BANDS OF IMPACT

These three progressively larger adamantine bands slip over a dragon's tail and are magically held in place once donned, spread equidistant up its length. Each a stunning piece of jewelry in its own right, all three of the adamantine bands are studded with gems and inscribed with draconic runes of strength.

The *bands of impact* allow the wearer to apply double his Strength bonus on damage rolls—instead of the normal one-and-a-half times—when attacking with a tail slap. In addition, an attack with a tail equipped with *bands of impact* is considered adamantine and magic for the purposes of overcoming damage reduction. While made for dragons, any creature with a tail slap attack can take



advantage of the *bands of impact*, which resize to fit the wearer.

Moderate evocation; CL 11th; Craft Wondrous Item, *bull's Strength*; Price 11,100 gp; Weight 18 lb.

CAT'S PAWS

This intricately engraved pair of thin gold bracers depicts a cat catching two mice with one paw. Any creature with at least two forelimbs can wear the *cat's paws*.

Dragons wearing these bracers are treated as one size category larger for the purposes of using their crush special attack. For example, a Large dragon wearing *cat's paws* could crush as if it were a Huge dragon (giving it the ability to crush Small creatures). A Colossal dragon (which cannot grow any larger) wearing these bracers deals 6d8 points of damage on a successful crush attack and can crush any creature of size Huge or smaller.

Moderate transmutation; CL 8th; Craft Wondrous Item, *bull's Strength*; Price 10,000 gp; Weight 1 lb.

DRAGONSLAYER CLAWS

Perhaps the most dangerous foe a dragon can face is another dragon. Dragons designed these magic claws to help them fight off attempts by their own draconic brethren to claim their hoards. Alternatively, some dragons use these claws to claim the hoards of those they view as weak.

These dark metal blades are designed to fit over a dragon's claws on one limb. A dragon wearing *dragonslayer claws* cannot also make use of a glove on that claw. When worn, *dragonslayer claws* deal additional damage equal to half the wearer's Hit Dice on claw attacks made with the claw on which the item is worn. The bonus damage only applies to a single claw attack per round—usually the first claw attack made—no matter how many claw attacks the wearer can make. The dragon must declare to which attack the extra damage is applied before the attack roll is made.

Any creature of size Large or larger with a claw attack may wear these claws. However, the

dragonslayer claws bestow two negative levels when worn by any creature not of the dragon type. The negative levels remain as long as the claws are worn and disappear when the creature removes the *dragonslayer claws*. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* or *wish*) while the *dragonslayer claws* are worn.

Moderate transmutation; CL 8th; Craft Wondrous Item, creator must be of the dragon type, *magic weapon*; Price 18,000 gp; Weight 10 lb.

ELIXIR OF BLINDSIGHT

Dragons plagued by especially talented hunters treasure this elixir. The blindsense of dragons is not as precise as the blindsight possessed by some other creatures. By imbibing this elixir, the senses of the drinker sharpen,

increasing any inherent blindsense to blindsight for 1 hour. If the drinker does not possess blindsense, he gains no benefit from consuming the elixir. Likewise, those who already possess blindsight gain no benefit from the *elixir of blindsight*.

Faint divination; CL 5th; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 750 gp; Weight —.

HIDDEN TOOTH

All dragons obsess over the protection of their hoards. It is this incessant paranoia that provoked the red dragon sorcerer Thalinion to invent the *hidden tooth* some centuries ago. Since that time their use has become widespread.

This dragon's tooth looks much like any other, and comes in a variety of sizes depending upon the



dragon from which it was initially taken. When a creature of the dragon type places the tooth in its mouth, the tooth seals tightly to its jaw in the place of a missing tooth. When not in a dragon's mouth, the *hidden tooth* possesses an opening at the top that leads to an extra-dimensional space. The space can hold 30 cubic feet of volume weighing no more than 250 pounds. However, the hole at the top is never more than 6 inches across (and often much smaller), limiting the size of individual items that can be placed inside. No matter how many coins, gems, rings, or wands the dragon might store, the tooth never weighs more than a normal tooth of its size, and using the *hidden tooth* has no effect on the dragon's bite attack. After the dragon dies, a DC 30 Search check reveals the *hidden tooth*, and a DC 20 Strength check removes it.

Moderate conjuration and transmutation; CL 9th; Craft Wondrous Item, *disguise self*, *Leomund's secret chest*, creator must be a dragon; Price 3,850 gp; Weight 1 lb.

PECTORAL OF OBSIDIAN HIDE

This jeweled metal disk bears the holy symbol of Chronepsis, the draconic deity of fate. Black leather straps inlaid with golden chains go over a

dragon's forelimbs and wings and hold it in place over the chest. When worn, the scales of a protected dragon take on a dusky, stonelike quality.

While wearing the *pectoral of obsidian hide*, a dragon's damage reduction maintains its value, but changes from magic to adamantine.

For example, a young adult brass dragon wearing the *pectoral of obsidian hide* would have DR 5/adamantine instead of its normal DR 5/magic.

While the *pectoral* resizes for the wearer, it has been crafted for a dragon's unique shape and does not function for creatures of other types. The *pectoral of obsidian hide* must be worn for 24 hours before its magic begins to function.

Moderate transmutation; CL 11th; Craft Arms and Armor, creator must be of the dragon type, *stoneskin*; Price 67,500 gp; Weight 5 lb.

ROD OF DRAGON'S BLOOD

This tall rod is sized for the use of a massive dragon, but a Medium creature can still hold it as a quarterstaff. Carved from the bone of a dragon and covered in draconic runes, this russet-stained rod gains its color by the boiling dragon blood in which it is created.

A *rod of dragon's blood* provides some benefits for those with draconic heritage. When held by a sorcerer, creature of the dragon type (but not true dragons, who receive a greater boon), or a half-dragon, a *lesser rod*



of *dragon's blood* allows the wielder to recast any spell of up to 2nd level he cast in the previous round, once per day. A *greater rod of dragon's blood* allows its wielder to recast any spell of up to 4th level he cast in the previous round, once per day. These abilities do not function when the rod is held by a true dragon.

When held by a true dragon the *rod of dragon's blood* reveals its true power. A *lesser rod of dragon's blood* grants a dragon the ability to reuse any spell-like ability the dragon used in the previous round. It can only do this once per day per spell-like ability. A *greater rod of dragon's blood* allows the dragon to reuse its spell-like abilities three times per day each, and 24 hours must pass after the third use before it can be used again. It otherwise functions as a *lesser rod of dragon's blood*.

Strong transmutation; CL 17th; Craft Rod, creator must be able to cast spells without preparation; Price

8,000 gp (lesser), 50,000 gp (greater); Weight 4 lb.

VIAL OF EXPLOSIVE BREATH

This smoky crystal vial is closed with a golden stopper, capped by a clear piece of quartz. Prized by creatures with breath weapons, a *vial of explosive breath* offers a surprise for those who think they know what to expect from a foe.

By uncapping the vial a dragon, or any creature with a breath weapon, can discharge one use of its breath weapon into the *vial of explosive breath*. The crystal atop the stopper glows with a faint light when the vial contains a stored breath.

The charged vial can be hurled as a grenade weapon. This results in the breath discharging in a 20-foot-radius spread centered upon the point of impact. This decreases the saving throw DC to resist damage or other effects of the breath

weapon by -2. The effects of the breath weapon are otherwise determined as if the breath had come from the creature that breathed into the vial directly.

The *vial of explosive breath* is destroyed in the explosion and cannot be reused.

Moderate transmutation; CL 11th; Craft Wondrous Item, *wind wall*; Price 3,300 gp; Weight —.

WAND SCALE

This magically enchanted scale appears as any other scale upon a dragon's forelimb except for a single glowing rune of magic. This scale allows dragons to use wands created for Small or Medium creatures without difficulty.

A dragon must hold the *wand scale* to its forelimb, where the scale then melds into its limb. Any wand of a spell known to the dragon (as a spell or spell-like ability) can then

be placed upon the *wand scale* and absorbed within. Once

absorbed, the dragon can use the stored wand normally without provoking attacks of opportunity, except that the dragon need not hold the wand. Each casting of the spell drains one charge from the wand as normal.

While within the *wand scale*, a wand cannot be disarmed. The wand cannot be removed from the *wand scale* until all of its charges are used, at which point the drained wand appears and falls away from the *wand scale*. If the dragon dies the *wand scale* drops off the dragon's forelimb and the wand falls out of the *wand scale*.

Moderate transmutation; CL 9th; Craft Wand, creator must be of the dragon type; Price 8,000 gp; Weight 1 lb. ▣



A Mastery of Elements

Spellcasters have been obsessed with the four elements for centuries. The mercurial freedom of air, the stability of earth, the destructive power of fire, and the cleansing nature of water each represent a facet of power many seek to control. Through the years, a number of creators have crafted a collection of potent magical treasures to master these elements.

Boots of Fire Walking

While wearing the *boots of fire walking*, you can climb a conflagration without feeling the heat of the flame.

Description: Crafted from the skin of a salamander, these comfortable boots, covered in red scales, adjust to fit the size of your feet.

Activation: Wearing these boots activates their abilities.

Effect: When worn, the *boots of fire walking* grant you the ability to walk on lava as if it were solid ground and to climb flames as though they were solid rock (requiring a DC 15 Climb check). While wearing *boots of fire walking*, you and your equipment are immune to environmental heat damage, although the *boots of fire walking* offer no protection from attacks that deal fire damage (magical or otherwise). Thus, you could attempt to climb a slow-moving lava fall or climb to the top of a bonfire, but you are not protected from a *scorching ray* or a *fireball*.

Aura/Caster Level: Faint abjuration and transmutation; CL 5th.

Construction: Craft Wondrous Item, *protection from energy (fire)*, *spider climb*, 18,750 gp, 1,500 XP, 38 days.

Weight: 1 lb.

Price: 37,500 gp.

Bracers of Whirlwind

Bracers of whirlwind transform you into a violent storm in which you may trap your foes.

Description:

This set of thin electrum bracers is engraved with images of blowing leaves and swirling clouds. The bracers, slim enough to let you easily hide them under loose clothing, adjust to fit when you don them.

Activation: Once per day as a standard action, you may cross your arms at the wrists and invoke the power of the *bracers of whirlwind* by exhaling a deep breath. The transformation lasts for 15 minutes, although you may dismiss the power of the bracers early and return to your normal form as a move action.

Effect: The bracers transform you into a violent whirlwind made of air, granting you DR 10/magic and a flight speed of 100 feet (perfect). The whirlwind form is 40 feet high and behaves in all ways as the whirlwind of a Large air elemental (see page 95 of the *Monster Manual*).

Aura/Caster Level: Moderate transmutation; CL 7th.

Construction: Craft Wondrous Item, *gaseous form*, 4,900 gp, 392 XP, 10 days.

Weight: 1 lb.

Price: 9,800 gp.

Candle of Sweet Breezes

The *candle of sweet breezes* fills the area around you with clean, breathable air.

Description: White swirls decorate a slim blue candle held within a relatively plain silver candleholder.

Activation: Lighting the *candle of sweet breezes* as a standard action activates its abilities.

Effect: When lit, a *candle of sweet breezes* creates a faint gust that forms a bubble of pure air in a radius of 60 feet that eliminates scents as well as airborne diseases and poisons.



Other air is displaced by the bubble. The air within this bubble is safe to breathe 1 round after lighting the candle, regardless of any vapors or previous lack of air. The breeze created by the candle is very slight and does not disturb anything heavier than dust. Characters gain a +2 bonus on saving throws made to resist breath weapons that enter the area of the candle. The candle burns for 1 hour, after which time its magic fades and any previous environmental effects reestablish themselves normally. Once lit, the candle cannot be reused. Due to the magic of the candle, lighting the wick cannot result in an explosion, even if the candle is ignited within a flammable gas.

Aura/Caster Level: Faint evocation; CL 3rd.

Construction: Craft Wondrous Item, *gust of wind*, 750 gp, 60 XP, 2 days.

Weight: 1/2 lb.

Price: 1,500 gp.

Choker of the Sirens

This choker grants you several qualities of a siren, including a captivating song and the ability to breathe water.

Description: The *choker of the sirens* is a black leather choker edged in lace with two pearls set at its center. In addition to the two obvious pearls, the choker possesses an empty setting for a third stone. It occupies the same slot as an amulet.

Prerequisite: The ability to breathe water functions regardless of the owner's gender, but the captivating song functions only for females.

Activation: The ability to breathe water functions as long as the choker is worn and does not require any activation. Once per day, you can captivate others by singing. You do not need ranks in Perform (sing) to use the captivation ability. A male character cannot use the captivating song feature of the *choker of the sirens*.

Effect: While worn, the *choker of the sirens* enables you to breathe water in addition to breathing air, as the spell *water breathing*.



Only a female character can call forth the true power of the *choker of the sirens*. Once per day, when you sing, all creatures within 90 feet of you must make a Will save (DC 12 + your Charisma modifier) or become captivated. This is a sonic, mind-affecting, charm effect.

A captivated victim moves toward you in the most direct way possible. The creature can avoid hazards and moves to avoid attacks of opportunity when able. A creature that takes damage is granted a second saving throw with a +2 bonus.

Captivated creatures can take no actions other than to move toward you. A victim within 5 feet of you becomes fascinated and helpless, and it doesn't break free of the fascination effect unless it takes at least 1 point of damage (which grants it a saving throw with a +2 bonus). The effect continues for as long as you sing, to a maximum number of rounds equal to 3 + your Charisma modifier (minimum 1 round). A bard's countersong ability allows the captivated creature to attempt a new Will save.

Attaching a *pearl of the sirens* (Dungeon Master's Guide, page 263) to the empty setting of the *choker of the sirens* increases the choker's DC by +2.



Aura/Caster Level: Moderate enchantment and transmutation; CL 6th.

Construction: Craft Wondrous Item, *water breathing*, *enthrall*, 21,800 gp, 1744 XP, 22 days.

Weight: 1/2 lb.

Price: 43,600 gp.

Elemental Elixir

This elixir infuses you with the raw power of the Elemental Planes, changing your body.

Description: Found in a metal flask, this elixir comes in four varieties—one for each element: air, earth, fire, and water. Each flask contains only one dose.

Activation: Drinking the elixir grants you its power.

Effect: A dose of *elemental elixir* transforms you into an elemental of your size and of the kind the elixir is keyed to. The transformation lasts for 30 minutes, although you can dismiss the transformation as a standard action before the duration expires. For example, a halfling drinking an air elemental elixir transforms into a Small air elemental, while an ogre drinking a fire elemental elixir becomes a Large fire elemental. For the duration of the transformation, your type becomes elemental and your subtype changes to match your new form. You gain the Strength, Dexterity, and Constitution scores of the new elemental form but retain your own Intelligence, Wisdom, and Charisma scores. You also gain all extraordinary and supernatural special attacks and qualities possessed by the new elemental form. Neither changing into the new elemental form nor returning to your natural form results in the healing of any hit point damage. If slain, you revert to your original form, although you remain dead.

Aura/Caster Level: Moderate transmutation; CL 7th.

Construction: Craft Wondrous Item, *polymorph*, 700 gp, 56 XP, 2 days.

Weight: 1/2 lb.

Price: 1,400 gp.



Gloves of Burrowing

Gloves of burrowing allow you to tunnel through the ground.

Description: Appearing as flexible cracked rock, a pair of gloves of burrowing are made from the stony hide of a xorn or similar elemental creature with the ability to burrow through earth.

Activation: Simply putting on the gloves grants you the ability to move through earth and stone. In addition, once per day, you can make a sudden chopping motion to grant you the ability to mold stone as clay, but doing so causes the gloves of burrowing to lose all power for 1 hour afterward.

Effect: While worn, the gloves of burrowing grant you the ability to push through earth or stone with a burrow speed equal to one half your base land speed. Your passage is like that of an earth elemental, leaving no tunnel behind for others to follow and indeed no signs of your passage at all. In addition to the ability to move through the ground, gloves of burrowing grant you the ability to use *stone shape* once per day as a 9th-level sorcerer.

Aura/Caster Level: Moderate transmutation; CL 9th.

Construction: Craft Wondrous Item, *passwall*, 40,500 gp, 3,240 XP, 81 days.

Weight: 1/2 lb.

Price: 81,000 gp.

Lascit's Aquatic Earring

This piece of fine jewelry allows you to understand the creatures of the sea.

Description: This earring bears a small sapphire carved in the shape of a leaping fish hanging inside a golden hoop. Almost imperceptible, the words "Ear of the Sea" are engraved upon the hoop in Aquan.

Activation: Wearing the earring allows you to understand and speak Aquan. In addition, once per day you may purposefully rub the sapphire with a drop of seawater, as a standard action, in order to activate the *speaking with animals* power of the earring. Lascit's aquatic earring doesn't take up any magic item slot.

Effect: Lascit's aquatic earring grants you the ability to understand and speak Aquan as a constant effect. In addition, once per day, the wearer can *speaking with animals* as a 5th-level druid, but with aquatic animals only.

Aura/Caster Level: Faint divination; CL 5th.

Construction: Craft Wondrous Item, *speaking with animals*, *comprehend languages*, 9,750 gp, 780 XP, 10 days.

Weight: —

Price: 19,500 gp.

Ring of Immolation

A ring of immolation wreathes you in flames that provide a powerful deterrent to foes that get too close.

Description: This brass ring is crafted in the shape of two flames whose tips meet to form a circle about your finger. The ring of immolation is always warm to the touch, regardless of the actual ambient temperature.

Activation: Putting on the ring engulfs you in violet flames.

Effect: Fire encircles your body, igniting nearby flammable objects and dealing 1d6+7 points of fire damage to those who attack you with a melee attack. Enemies using a melee reach weapon are

not subject to this damage. In addition, you can deal 1d6+7 points of fire damage to a foe with a successful touch attack. You cannot suppress the flames as long as the ring is worn, but they are instantly extinguished if you remove it. The flames radiate light as a torch.

Aura/Caster Level: Moderate evocation; CL 7th.

Construction: Forge Ring, *fire shield*, 28,000 gp, 2240 XP, 56 days.

Weight: —

Price: 56,000 gp.

Sling Boulder

As the sling boulder flies toward your enemy, it changes from a simple sling stone to a great boulder.

Description: A plain burlap bag contains 2d4 simple polished stones usable as ammunition for a Small or Medium sling.

Activation: You fire a sling boulder like any other bullet. The magic of the sling boulder can only be used once and is expended when fired, whether or not the sling boulder hits.

Effect: These +1 sling stones are more than they appear. When fired from a sling, the stone instantly transforms into a large boulder that deals 2d6+1 points of damage (plus your Strength bonus), instead of the normal 1d4 for a sling bullet.

Aura/Caster Level: Faint transmutation; CL 3rd.

Construction: Craft Arms and Armor, *shrink item*, 184 gp, 15 XP, 1 day.

Weight: 1/2 lb each.

Price: 367 gp each.



FOR AND AGAINST THE GIANTS

Those who hunt giants do well to study their foes beforehand. Many tales and legends surround giants and their mysterious powers and dark pasts.

One of the most recently unearthed legends involves the wicked and beautiful frost giant queen, Brynja Skjaldvör, and the small band who defeated her and took from her magic items of particular splendor and beauty. These stories tell of a pair of survivors: Thordrick the swordsman, who carried the original *sword of giant rending*, and his companion, the mysterious necromancer Elgrim, bearer of the first *Hel's death staff*.

These legendary items, as well as other unique relics brought out of the lands of the giants, have outlived their famed bearers. Many have been duplicated by arcanists and artificers, and these copies now spread far and wide across the vast world.

CLOUD GIANT HARP

You can play a soothing melody on this harp that puts creatures to sleep. The harp is of particular use against giants.

Description: A *cloud giant harp* is wrought of fine golden wood, inset with brilliant jewels, and etched with intricate designs. The column of the harp is crafted to resemble the face of a regal cloud giantess face. The harp stands about 4 feet tall and makes for a wonderful handheld instrument for giants. Smaller folk are typically surprised that, despite its thick wood construction, the harp is as light as a feather. The harp emits beautiful angelic music when played, and in the case of sen-



tient versions, the giant effigy even sings in glorious harmony along with the plucked strings.

Activation: You can play the harp as a standard action, but must succeed at either a DC 15 or a DC 20 Perform (string instruments) check for its magic to function. This check can be made once per day, whether or not it succeeds.

Effect: When you succeed at a DC 15 Perform (string instruments) check, you play a soothing melody that puts up to 10 HD of humanoids within 30 feet of you to sleep (as per *deep slumber*) unless they succeed at DC 14 Will saves. You can affect up to 20 HD of giants with this harp, but you must succeed at a DC 20 Perform (string instruments) check to do so. If you fail to make a DC 20 check but succeed at a DC 15 check, you may still affect up to 10 HD of creatures.

Aura/Caster Level: Faint enchantment, CL 5th.

Construction: Craft Wondrous Item, *deep slumber*, 2,430 gp, 194 XP, 5 days.

Variants: Sentient versions of *cloud giant harps* exist that are said to be elegant speakers and singers. Extremely fond of their original cloud giant creators, these harps consider giants the greatest of all beings and superior to those of lesser stature. These harps still obey most of their masters' commands but only after voicing their displeasure and embarrassment at being "used by such an inferior creature."

Weight: —

Price: 4,860 gp.

HEL'S DEATH STAFF

This staff harnesses necromantic power, the effects of which are much more potent against giants.

Description: This staff is crafted from a stone giant's femur, with the ball joint's rounded, polished protrusions gleaming on the top end of the staff and the bottom sharpened to a point. A fetish necklace of giant's teeth hangs from a hole carved through the top. The deep gray length of the staff is etched with mystical runes, each painted blood red.

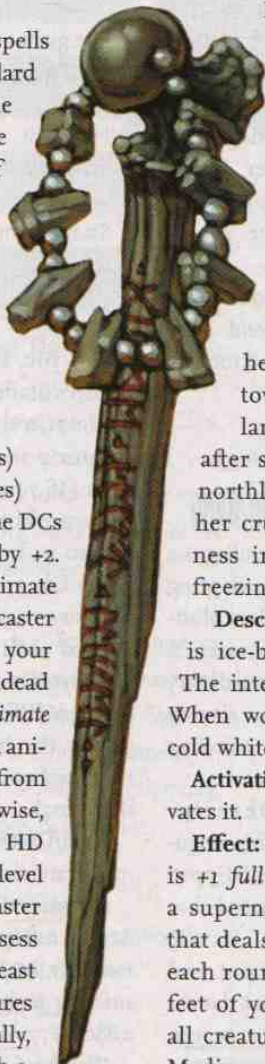
When activated, *Hel's death staff* emits a stench of decay and absorbs the light around the staff's head, creating an empty black sphere of shadowy illumination that darkens about as much as a candle brightens. This has no game effect.

Activation: Each of the spells below require a standard action to activate, with one exception: You can animate giants killed with the staff as a swift action.

Effect: A *Hel's death staff* allows use of the following spells:

- *Blindness/deafness* (1 charge)
- *Ray of enfeeblement* (1 charge)
- *Animate dead* (2 charges)
- *Finger of death* (3 charges)

When cast on a giant, the DCs of these spells increase by +2. Additionally, you can animate up to three times your caster level (instead of twice your caster level) of HD of undead with a single casting of *animate dead*. All of the undead you animate in this way must be from the bodies of giants. Likewise, you can control up to 6 HD of undead per caster level (instead of 4 HD per caster level) as long as you possess *Hel's death staff* and at least one of the undead creatures you control is a giant. Finally, when you slay a giant with a *finger of death* spell cast from



the staff, you can opt to immediately (as a swift action) animate the giant's body with *animate dead*. This use requires the expenditure of only a single charge from the staff for casting *animate dead* (instead of the normal 2 charges).

Aura/Caster Level: Strong Necromancy, CL 13th.

Construction: Craft Staff, *animate dead*, *blindness/deafness*, *finger of death*, *ray of enfeeblement*, 29,655 gp, 2,372 XP, 60 days.

Weight: 4 lb.

Price: 59,310 gp.

ICE ARMOR OF THE NORTHLANDS

Ice armor of the northlands wreathes you in a supernatural icy mist that deals cold damage to nearby creatures.

Lore: A DC 20 Knowledge (arcana) or Knowledge (history) check provides the following information.

Brynja Skjaldvör, the infamous frost giantess, crafted the first *ice armor of the northlands* for herself, jealously guarding the secret of its creation. With her fearsome warbands in tow she scourged the northlands, conquering settlement after settlement. The bards of the northlands sing forlorn tales of her cruelty, noting her ferociousness in battle and her legendary freezing armor.

Description: This full plate armor is ice-blue and shrouded in frost. The interior is lined with thick fur. When worn, it exudes an extremely cold white mist.

Activation: Donning the armor activates it.

Effect: *Ice armor of the northlands* is +1 full plate that wreathes you in a supernatural icy mist at all times that deals 2d6 points of cold damage each round to all creatures within 10 feet of you (if Large or larger) or to all creatures within 5 feet of you (if Medium or smaller). The armor deals the same damage to you each round.



Aura/Caster Level: Moderate evocation, CL 7th.

Construction: Craft Magic Arms and Armor, *fire shield*, 30,650 gp, 2,240 XP, 56 days.

Variants: Fire giants have also realized the potential for this armor, and thus variants that wreath the wearer in flames and deal fire damage instead of cold damage exist.

Characters can resize Large armor to fit a Medium wearer by succeeding at a DC 20 Craft (armorsmithing) check.

Weight: 100 lb. (Large) or 50 lb. (Medium).

Price: 58,650 gp.

RINGS OF THE FROST GIANT JARL

A *ring of the frost giant jarl* allows you to summon winter wolves. Additionally, if you wear two at once, the rings grant you a freezing breath attack.

Lore: A DC 20 Knowledge (arcana) or Knowledge (history) check reveals the following information. Brynja Skjaldvör, a beautiful and powerful frost giantess, created the first *rings of the frost giant jarl*. Brynja's own rings are said to be items of legendary power.

Description: These thick silver rings fit well on the fingers of Large giants but resize for Medium wearers. A *ring of the frost giant jarl* bears an etching of a snarling winter wolf that appears ready to battle.

When you activate a ring (for either of its two uses) it exudes a harmless icy mist that fills your square and the squares where the winter wolves are being summoned for 1 round. This mist is not thick enough to provide you with concealment of any kind. If you use the ring for summoning, the mist reveals a snarling winter wolf when it clears, awaiting your command. The winter wolf is found on page 256 of the *Monster Manual*.

Activation: Once per day as a standard action, you can utter the command words (the names of the winter wolves the rings summon—common names are Medvyed, Varuna, and Zabava) to summon a single winter wolf, who serves you for 9 rounds. If you wear two *rings of the frost giant jarl* you can instead utter the com-

mand words as a full-round action once per day to summon two winter wolves, who serve you for 9 rounds. Additionally, if you wear two rings you can, once per day, rub the rings together as a free action to gain a freezing breath attack.

Effects: You can summon a single winter wolf with a *ring of the frost giant jarl* as a standard action. If you wear two rings, you can instead summon two winter wolves simultaneously as a full-round action (you can still summon the wolves separately if you wish). The winter wolves appear where you designate within 60 feet and act immediately on your turn.

If you wear two *rings of the frost giant jarl*, you can also spew a 60-foot cone of freezing breath. This breath weapon deals 9d6 points of cold damage to all within its area of effect. Creatures within the cone are allowed a DC 17 Reflex save to take only half damage.

Aura/Caster Level: Moderate conjuration and moderate evocation, CL 9th.

Construction: Forge Ring, cone of cold, summon monster V, 8,100 gp, 648 XP, 16 days.

Weight: —

Price: 22,200 gp.

SWORD OF GIANT RENDING

A *sword of giant rending* is a versatile weapon, adapting to its foes and exploiting their weaknesses. It gains extraordinary powers by slaying giants and removing their hearts.

Description: This angular, blunt-tipped bastard sword has

a jagged blade. Its tip glows with a faint and ghostly flame that dances as if touched by a breeze, changing its color as if on a whim. When used to strike

a giant the sword erupts in colorful explosions of energy.

Activation: A *sword of giant rending* is activated by wielding it in combat. When you attack a giant, it gains additional powers.

Effect: A *sword of giant rending* is a +2 giant bane bastard sword. When you succeed at an attack against a giant, the sword deals an additional amount of damage, the type of which depends on the kind of giant struck. Consult the following table to determine which special ability the sword possesses:

Giant Kind	Special Ability	Greater Special Ability
Cloud giant	shock	shocking burst
Fire giant	frost	icy burst
Frost giant	flaming	flaming burst
Hill giant	lawful	axiomatic
Stone giant	shock	shocking burst
Storm giant	lawful	axiomatic
Other	wielder's choice	—

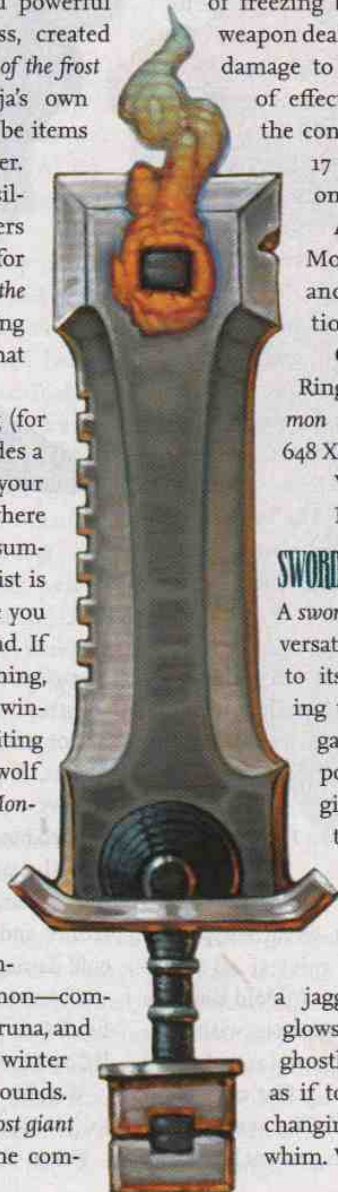
When you kill a giant and use this sword's blade to ritualistically remove its heart, a *sword of giant rending* gains greater power. This ritual requires 1 hour. If you remove three hearts of the same kind of giant in this manner within 24 hours, the blade thereafter gains the appropriate special ability. The *sword of giant rending* retains the special ability granted by the ritual until you perform three more rituals on a different kind of giant, which grants the blade a new special ability based on the kind of giant used in the ritual.

Aura/Caster Level: Strong evocation, moderate conjuration, CL 12th.

Construction: Craft Magic Arms and Armor, call lightning or lightning bolt, chill metal or ice storm, flame blade or flame strike or fireball, order's wrath, 36,335 gp, 2,880 XP, 72 days.

Weight: 6 lb.

Price: 72,335 gp. ■



by Robert J. Hahn
illustrated by Jeff Carlisle

MODERN MAGIC

Any sufficiently advanced technology is indistinguishable from magic.
—Arthur C. Clarke

Whether you agree or not, Clarke's famous quote brings to light an interesting concept. The world we live in is full of magic. Our world's technological magic provides a bounty of ideas for DMs to adapt to the fantasy genre. Instead of wracking your brain trying to create the next new magic item to throw into your campaign, open your eyes and take a look around. That new magic item might be sitting right beside you. This article presents a number of examples.

FIGURINE OF DELIVERY (PARCEL SERVICE)

A creation of the clerics of Boccob, *figurines of delivery* help revitalize trade, alter warfare, and make diplomacy just a little easier wherever they appear. These items allow

wealthy merchants to transport valuable cargo without the risks of caravans or ships, generals to provision their armies without fear of their enemies' predations, and diplomats to sign treaties in days rather than weeks.

A *figurine of delivery* looks like a small, poorly carved but brightly painted statue of a humanoid wearing a backpack. The figure usually appears weather-beaten and worn, with chipped and sun-faded paint. Most of these figurines have humanlike shapes, although some are created to look like gnomes or dwarves instead.

By placing the *figurine of delivery* on an object and speaking the command word, the user teleports any object smaller than 39 cubic feet and less than 650 pounds as with the *teleport object* spell. Rather than teleporting the object to a known location, the user of a *figurine of delivery* names a specific creature and the figurine teleports itself and the object under it to a space adjacent to the named creature. If no empty adjacent space exists, the *figurine of delivery* (and its object) arrives in the closest empty space. The named creature must be on the same plane as the figurine or else the teleport fails and the figurine cannot be used again for 24 hours.



The user of the figurine need not know the named creature's current location. The *figurine of delivery* always teleports to a named creature as if very familiar with the named creature's location (see page 293 of the *Player's Handbook*). The user doesn't learn the named creature's location. A *figurine of delivery* can only be used once per day.

Strong conjuration; CL 13th; Craft Wondrous Item, *teleport object*; Price 32,800 gp; Weight 2 lb.

GEM OF LOCATION (INTERNET MAPS)

First created by an ancient elven nation, *gems of location* have

long served the elves and only recently did the secret of their existence reach other races.

A *gem of location* appears like an ordinary emerald, peridot, or other green gem partially encased in a small, rough nugget of silver.

Each *gem of location* is dedicated to a specific geographical area, from a single forest or village to an entire city. Upon command, a *gem of location* projects a 3-foot square illusionary map of the area programmed into it. This initial map shows a 1-square-mile area. Additional command words can direct the gem to show the map at larger scales (up to the maximum size of the map contained) and move the center of the illusion to show other areas within the map. A gem can hold enough information necessary to show an area no greater than 100 square miles (an area equal to 10 miles on a side).

A *gem of location* shows all permanent structures and natural formations present within the location it maps at the time of its creation. The gem does not mark the passage of time, so a found gem's information might be out of date if discovered years after its creation. Accessing a *gem of location's* informa-

tion requires a full-round action, but it provides a +5 circumstance bonus on all Knowledge (geography) and Knowledge (local) checks made while consulting the map. To gain these bonuses, these skill checks must pertain to information present on the map.

Faint illusion; CL 5th; Craft Wondrous Item, *locate object*, *major image*; Price 5,000 gp; Weight —.

HORN OF RECORDING (COMPACT DISCS)

Few magic items have created as much political upheaval as the surprisingly simple *horn of recording*. Created by a resourceful

tavern owner and ex-adventurer, a *horn of recording* is a working bard's worst nightmare. Initially seen as a novelty, *horns of recording* saw widespread use as many bards and entertainers eagerly recorded their performances. However, numerous unscrupulous merchants recorded bards and entertainers without their knowledge or permission. Many bards only discovered the deception upon hearing their performances hundreds of miles away from home. Since that discovery, most bards forbid the use of these items and refuse to perform in establishments that employ them.

Shaped like a miniature hollow cornucopia and made entirely of bronze with multiple lesser gemstones around its rim, a *horn of recording* attracts little attention with its looks alone. The tip of the horn rotates stiffly, with a small tab locking it into several positions, from pointing directly toward the wide mouth of the horn to exactly perpendicular to the mouth, and finally to pointing directly away from the mouth.

Positioning the point so it faces the mouth of the



horn activates its recording ability. A horn can record up to a maximum of 2 hours of sound. Positioning the point so that it faces away from the mouth of the horn activates its play ability. When playing, the horn continuously loops through any sound recorded in it. Positioning the point at any other location deactivates the horn. Once filled with 2 hours of sound, the horn can no longer record anything new, and thereafter can only play what it has already recorded. A *horn of recording* cannot duplicate the verbal component of spells, spell triggers, command words, bardic music, or any other magical effect.

Faint illusion; CL 3rd; Craft Wondrous Item, *major image*; Price 750 gp; Weight 1 lb.

MEMORY CRYSTALS (CAMERA)

A psion, Draven al'Akmira, created memory crystals at the request of a local constabulary. Vicious waves of vampire attacks had plagued the town, but the local baron refused to send guardsmen to provide security and resolve the incursion. When the baron looked into a crystal his constables presented him as proof of their need, he stared at the image of a

young village girl lying torn and bleeding, her throat savagely ripped open. Upon seeing this the baron wept

for over an hour and soon after granted the guards' request.

Memory crystals are thick quartz crystal lenses with irregular, uncut rims. One side of these fist-sized lenses has a highly polished, transparent finish, while the other side of the



lens looks more like a clear gemstone recently cut but unpolished. When a character places an unused crystal to his eye and winks, the image seen through the crystal freezes for eternity on the unpolished side of the gem. Capturing an image in this way is a standard action that provokes an attack of opportunity. From that moment on the unpolished side of the crystal portrays the same image with perfect clarity. This image only shows what a normal human in the current light condition can see, and it never reveals hidden, incorporeal, or invisible creatures or objects. The image caught on a *memory crystal* is permanent, although the spell *permanent image* can be cast into a *memory crystal* to alter an image or create a wholly new representation. Any attempt to remove a picture from a *memory crystal*, such as with the spells *miracle*, *Mordenkainen's disjunction*, or *wish* destroys the crystal.

For the purposes of a spell such as *teleport*, a caster who examines a memory crystal's image of a location for 10 minutes can consider it studied carefully. A location studied through a memory crystal also counts as being familiar for purposes of the *clairaudience/clairvoyance* spell.

Faint illusion; CL 1st; Craft Wondrous Item, *silent image*; Price 200 gp; Weight —.

MIRRORS OF COMMUNICATION (VIDEO PHONES)

Developed and commissioned by clerics of Boccob as a means of exchanging information between their vast libraries, *mirrors of communication* have proven exceptionally useful as tools for use in warfare, trade, and politics.

These items always come in sets of at least two, but a set can have as many as eighteen individual mirrors. Most *mirrors of communication* have highly polished, elaborately carved hardwood frames surrounding a silvered mirror of around 18-inches in diameter or 2-foot square.

A user who speaks while in front of a *mirror of communication* has his voice projected through the other mirrors in the set, allowing for

instantaneous communication with anyone looking into one of the other linked mirrors. The user of a *mirror of communication* linked only with one other mirror sees what lies beyond the other mirror, even with no one there. When multiple mirrors make up a linked set, only users currently speaking have their images projected. If multiple users speak at the same time the images and voices of all the speakers overlap within the mirror and become a confusing jumble. A successful Listen check (DC 10 + 5 for each speaker beyond the first) allows a user to discern what one of the speakers is saying.

Finally, gaze attacks pass through a *mirror of communication* and can affect anyone looking at other mirrors in the set.

Faint divination; CL 5th; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 30,000 gp for a pair + 10,000 gp for each mirror added to a set; Weight 6 lb.

SLATE FOLIO (PDN)

A collective of wizards labored for years to create the first *slate folio* as an alternative to the traditionally bulky and oversized wizard's spellbook. In addition to not weighing very much the *slate folio* takes up less space than a typical spellbook, which also makes it easier to hide from thieves. Since its invention the *slate folio* has become a rare treasure pined for by sages, librarians, and wizards across the known world.

A *slate folio* typically appears as a 1-foot by 9-inch piece of gray slate, which can copy up to five other books. Two gems sit within the bottom of the folio, and a third gem with five enruned facets appears on the right-hand side of the folio. By rotating the side gem you can select one of the five books linked to the *slate folio*. Once you choose a book for viewing the first page of its text appears on the *slate folio*. You may then flip forward or backward through the pages by press-

ing one of the two gems in the bottom of the *slate folio*.

To attune the *slate folio* to a specific book, you need only place the slate folio on top of the closed book, select with the five-sided gem which of the five slots you wish to attune the book to, and press in on the side gem. It takes an hour for the *slate folio* to read the book and record its contents, after which time the depressed side gem pops out to its default position. Pressing the gem with no book under the slate folio does nothing; the gem simply doesn't stay in the depressed position. You may overwrite a filled slot simply by selecting that slot and placing the *slate folio* on top of a book and depressing the side gem.

A slate folio can hold any mundane book or spellbook of 100 pages or less. It cannot hold the contents or duplicate the abilities of any magic book, such as a *book of exalted deeds* or a *tome of understanding* or any other form of magical writing, such as a scroll. The *slate folio* can, however, hold copies of the pages of nonmagic books that have pages with magical effects on them, such as a *sepia snake sigil* or *secret page* spell. When reading through a book with such a magical effect on it, the *slate folio* shows where the magical glyph, rune, sigil, symbol, or other writing is located but replaces it with a nonmagical image indicating the effect's location within the attuned book. Looking at a page with magical writing in the *slate folio* does not trigger any effect associated with the writing.

Faint illusion; CL 5th; Craft Wondrous Item, *clairvoyance*; Price 7,500 gp; Weight 2 lb. ■



ITEMS OF THE ZODIAC

The zodiac of the D&D game consists of a variety of magical beasts and monsters, each of which embodies a set of traits and attributes supposedly displayed by those born under its constellations. Spellcasters created the following items to embody the various signs of the zodiac. Some folk employ them to illustrate their link to a specific sign, while most adventurers find their magic traits desirable regardless of their birth signs.

BASILISK'S MASK

This bronze mask is carved to resemble a leering reptile.

The mask's wearer always succeeds on his saving throws against gaze attacks. He also gains the benefits of the Diehard feat while wearing the mask. Finally, if reduced to -10 or fewer hit points, the wearer does not die until the end of his next turn. Until that point in time, he can receive healing and other effects that raise his hit points back above -10, to avoid death. If the healing received brings the wearer above -10 but not up to at least 0, he does not bleed and is considered stable. Each time this ability activates a single crack appears in the mask's surface. Once the mask has cracked in this manner three times it falls to pieces, its magical power spent.

Moderate necromancy; CL 7th; Craft Wondrous Item, blindness, death ward; Price 35,000 gp; Weight 2 lb.



BRACERS OF THE CHIMERA

This set of lacquered wooden bracers bears silver-inlaid etchings depicting the chimera. *Bracers of the chimera* grant a +2 armor bonus at all times and have three additional powers that can each be used once per day. When activated, the bracers briefly transform the wearer's forearms and head into the three heads of the chimera. This does not cause the wearer to drop any held items.

Dragon: Breath, 30-foot cone of fire, 6d6 fire damage, DC 14 Reflex for half.

Goat: Knockback slam, 1d6 bludgeoning damage, bull rush (Str 25, size Large).

Lion: Roar, 30-foot cone, 2d4 sonic damage, deafened 1d6 rounds, DC 13 negates deafness.

Moderate evocation; CL 6th; Craft Wondrous Item, bull's strength, fireball, shout; Price 12,400 gp; Weight 1 lb.

CLOAK OF THE DRAGON

Crafted from the skin of a blue dragon, this magic cloak embodies the true essence of the sign of the dragon. It grants a +2 enhancement bonus on all Charisma checks and Charisma-based skill checks. In addition, the cloak's wearer gains a regal bearing that makes him an ideal leader. Once per day, the cloak's wearer can impart a +1 morale bonus on his allies' attacks and saving throws for 1 minute. All allies who stand within 60 feet of the cloak's wearer and are able to see him gain this benefit.

Moderate transmutation; CL 6th; Craft Wondrous Item, bless, eagle's splendor; Price 8,400 gp; Weight 1 lb.

DRYAD'S HELM

This steel, visored helm has a green plume set upon its top and the image of an oak tree inscribed upon each side. When worn, this helmet grants its user the most highly regarded trait of the sign of the dryad: the faith and steadfast determination needed to protect allies and loved ones.



When the helmet's wearer strikes an opponent with a melee attack on his turn, that foe takes a -1 penalty on attacks against all targets except the wearer of the *dryad's helm*. This bonus increases with each successful attack to a maximum penalty of -5. This penalty lasts for 1 round. Only one creature at a time can suffer this penalty. The helm's wearer decides to impart the penalty, or withhold it for a different target, as a free action.

Faint enchantment; CL 3rd; Craft Wondrous Item, *enthrall*; Price 4,000 gp; Weight 1 lb.

ETTIN'S CLUB

This cruel-looking, gnarled +2 *greatclub* is set with dozens of short barbs and spikes. When making an attack, the club's user may attack a random creature within his reach instead of choosing the target of his attack. The wielder randomly determines this target from among all threatened

creatures, both friends and foes. The *ettin's club* grants its user an additional +2 bonus on the attack and deals +1d6 points of extra damage against this randomly determined target.

This ability activates automatically before each attack. The wielder cannot suppress this effect. Needless to say, warriors who favor the *ettin's club* tend to fight alone while their allies keep a safe distance back.

Faint enchantment; CL 5th; Craft Wondrous Item, *rage*; Price 18,300 gp; Weight 4 lb.

EYE OF THE BEHOLDER

This necklace consists of a mithral chain set with a small, metal sphere. Three times per day, the necklace's wearer can command the sphere to open, revealing a living eye set within it. The eye darts back and forth, focusing its gaze on each living creature in the area. It remains open for 1 minute. During this time, the amulet's wearer gains a +5 bonus on all Sense Motive checks. In addition, while the eye is open its wearer gains darkvision with a range of 120 feet and ignores the effects of concealment on melee attacks (but not ranged attacks).

Moderate divination; CL 7th; Craft Wondrous Item, *darkvision*, *discern lies*; Price 8,700 gp; Weight —.

HARPY'S CAP

This black velvet tricorne hat is studied with six feathers taken from a harpy. The hat's wearer can remove one of the feathers to gain a specific effect. Each feather may be used once, and when all six feathers have

been used the cap loses its magical properties. When the wearer activates the cap he chooses one of the following effects.

- A +5 bonus on Bluff, Diplomacy, Intimidate, and Perform checks for the next 5 minutes.
- A +10 bonus on the wearer's next Diplomacy or Intimidate check. This check must be made within 1 minute.
- An additional use of the bardic music ability, as long as the wearer has that class ability. The wearer must use the bonus bardic music on the same round that he activates the cap.

Note that the cap's different bonuses stack with each other, but each source of a bonus does not stack with itself. The cap's wearer could, for example,

expend one feather for

a +5 bonus on skill checks, then a second feather for a

+10 bonus on a single Diplomacy check for a total bonus of

+15. The wearer could

not, however, pluck three feathers for a +30 bonus on his next Intimidate check.

Faint transmutation; CL 3rd; Craft Wondrous Item, *eagle's splendor*; Price 3,000 gp; Weight 1 lb.



KRAKEN'S BRACELET

This arcane treatment embodies the sign of the kraken's broad range of knowledge and ability to extend its reach to a staggering array of interests and areas.

A *kraken's bracelet* is forged of silver and crafted to resemble numerous tentacles linked together. The bracelet's wearer can use Knowledge skills untrained. In addition, he gains a +2 insight bonus on all Intelligence-based skill checks.



Faint transmutation; CL 3rd; Craft Wondrous Item, *fox's cunning*; Price 8,000 gp; Weight —.

RING OF THE HYDRA

The *ring of the hydra* embodies the resilient, unstoppable nature of those born under the hydra.

This golden ring is set with nine slender, snakelike hydra heads. As an immediate action, the ring's wearer can activate its magical powers. When used, the ring allows its wearer to reroll a saving throw. The decision to reroll a save must be made after rolling the die but before learning if the save succeeded or failed. The wearer must take the result of the second roll, even if it is worse than the original roll.

Each time the ring is used, one of the heads mounted upon it crumbles to dust, with the number of heads indicating the charges remaining.

Faint divination; CL 5th; Craft Wondrous Item, *aid, clairaudience/clairvoyance*; Price 18,000 gp; Weight —.

STIRGE'S GAUNTLET

This wicked, black metal armored glove has long, slender spikes mounted at the end of each finger and acts as a +1 *spiked gauntlet*. In combat, the gauntlet's wearer can use it to make an armed attack. In addition, once per day the *stirge's gauntlet* can drain blood from a target, sapping the target's strength while revitalizing its wearer. The gauntlet's wearer heals damage equal to the amount of damage dealt with it. Activating this ability is a swift action. It discharges on the next successful attack made with the gauntlet. The gauntlet's special ability fails to function against nonliving targets, but the gauntlet's magic is still discharged if used to attack a nonliving creature.

Faint necromancy; CL 5th; Craft Wondrous Item, *vampiric touch*; Price 5,305 gp; Weight 1 lb.

UNICORN'S SHIELD

This white adamantite +2 *heavy shield* is emblazoned with the sign of a unicorn. If the *unicorn's shield* is used to make a shield bash attack as part of a charge, its true magical nature becomes apparent. The shield bestows an additional +2 bonus to AC for 1 round and the shield bash attack deals double

normal damage. These benefits apply only during a charge.

Moderate transmutation; CL 6th; Craft Wondrous Item, *bull's strength, shield of faith*; Price 9,170 gp; Weight 15 lb.

WYVERN'S DIE

This strange magic item embodies the great swings in fortune those born under wyvern embrace over the dull routine of a predictable existence.

A *wyvern's die* has twelve faces, each scribed with a symbol of the zodiac. Once per day, the bearer of this item can roll the *wyvern's die* to influence his fortune for the next 24 hours.

The die's effect lasts for one day. After that, the magic it imparts fades, allowing the die to be rolled for a magical effect once again. A single person can gain only one benefit from this die per day. Rolling a second *wyvern's die* while still under the effects of the first yields no result but still discharges that die's daily use. Rolling the same *wyvern's die* twice yields no result for the second roll.

An effect that discharges (such as The Wyvern) can only be used once and ends the effect for the day. You must wait until the next day in order to roll again and gain a new effect.

To determine the *wyvern's die's* effect, roll 1d12 and consult the following table.

Strong universal; CL 13th; Craft Wondrous Item, *limited wish*; Price 10,000 gp; Weight —.

Roll	Symbol	Effect
1	The Beholder	+2 bonus on all Spot checks.
2	The Harpy	+2 bonus on saves against mind-affecting effects.
3	The Ettin	Whenever you roll an odd number on any die, subtract 1 from the result. When you roll an even number on any die, add 1 to the result.
4	The Dryad	+1 insight bonus to Armor Class.
5	The Stirge	+2 bonus on all opposed checks.
6	The Wyvern	Gain a +4 bonus on one d20 roll of your choice*.
7	The Dragon	+2 bonus on Intimidate checks.
8	The Unicorn	Use <i>detect evil</i> at will. Caster level equal to your HD.
9	The Hydra	+1 morale bonus on saving throws.
10	The Chimera	+2 bonus on Diplomacy checks.
11	The Kraken	+1 bonus on one skill of your choice.
12	The Basilisk	Heal 10 hit points as a swift action*.

*Using this ability ends the effect for the day.

by Troy E. Taylor • illustrated by Cara Mitten

MAGIC FACE PAINTS

Wild elves of the forests, human barbarians of the hills and deserts, and nomadic halflings of the plains independently developed a new way of bringing magic with them. Often bereft of the abilities to forge, write, or craft precise and delicate instruments, wise elders of primitive tribes honed the practice of adding magic reagents to the dyes and stains they used to adorn the body, crafting the first examples of magic face and body paints.

Face paints use the Craft Wondrous Item feat, but they act in some ways like potions: They are single-use items that offer effects of limited durations. Making the specific paints for each face paint design requires a particular spell or spells. Applying face paint requires a Craft (painting) skill check, made either by the wearer or an ally, while the associated Difficulty Check increases according to the power of the desired magical effect. Failing the Craft check uses up the paint but grants no benefit. Once properly applied, a simple sound or gesture (and willful desire to use it) activates the magic. It takes 10 minutes to apply face paint to a clean face. (The paints cannot be laid on top of one another). The user cannot apply the paints on himself if he has no mirror or other reflective surface. The applied paint remains potent for 24 hours or until its power is triggered.

BADGER PROTECTOR

Painted in an elaborate likeness of a badger's head, the wearer's face bears a sigil of protection on the forehead. Clawing the ground with both hands conjures a dire badger capable of going into rage once it takes damage in combat. The badger protector can carry its caster plus 40 pounds and exists for 5 rounds or until dismissed, when it vanishes in a wisp of smoke.

Trigger: Craft (painting) DC 16; claw the ground with both hands (move action).

Faint conjuration; CL 5th; Craft Wondrous Item, *summon monster III*; Price 675 gp; Weight —.

BLACK ROSES

With the wearer's face coated in red, each cheek bears the black silhouette of a rose with a particularly pronounced thorny stem. A pinprick capable of causing blood to well up (dealing 1 point of nonlethal damage) activates the magic, causing poison thorns to grow from the wearer's body. Anyone who grapples with the wearer takes 1d6 points of damage plus poison (DC 15; initial and secondary 1d4 Strength damage). These thorns last for 1 minute.

Trigger: Craft (painting) DC 20; pinprick (1 point of nonlethal damage, standard action).

Moderate transmutation; CL 9th; Craft Wondrous Item, *poison*, *wall of thorns*; Price 2,025 gp; Weight —.

BULL'S MIGHT

His face, elbows, and knees painted crimson, a stylized bull's head in black is prominent on the wearer's forehead. Snorting triggers the magic, granting the effects of *bull's strength* for 3 minutes.

Trigger: Craft (painting) DC 14; snorting like a bull (free action).

Faint transmutation; CL 3rd; Craft Wondrous Item, *bull's strength*; Price 270 gp; Weight —.

DASHING CHEETAH

The user's face is painted sandy tan and spotted brown like a cheetah's coat. Simply running in place for a few seconds activates the magic, which improves the user's base speed by +20 feet for 10 minutes.

Trigger: Craft (painting) DC 12; running in place (move action).

Faint transmutation; CL 1st; Craft Wondrous Item, *longstrider*; Price 45 gp; Weight —.





EAGLE'S TALONS

With the entire face painted light blue, each cheek bears the black silhouette of an eagle swooping down, its claws outstretched. Clenching a fist three times activates the magic. When activated, the user's hands become +1 *steel slashing weapons* that cannot be sundered or disarmed (1d6+1 damage [Medium], 1d4+1 damage [Small], 19-20/x2) for 5 minutes.

Trigger: Craft (painting) DC 16; clench and unclench fists three times (move action).

Faint transmutation; CL 5th; Craft Wondrous Item, *greater magic fang*; Price 675 gp; Weight —.

FORESTFOLD

The user's face is painted in camouflage patterns and colors appropriate to the terrain: blues for marine, greens for forests, and browns for deserts. If used in the wrong environment the face paint does not activate and confers no bonus. Momentarily closing the eyes (and willing the face paint to work) activates the magic, granting a +20 bonus on Hide checks, so long as the subject does not move more than 10 feet from the point where he triggered the magic (which then ends the magic). This effect lasts 30 minutes.

Trigger: Craft (painting) DC 14; closing eyes (free action).

Faint transmutation; CL 3rd; Craft Wondrous Item, *invisibility*; Price 270 gp; Weight —.

GLOW OF THE FIREFLIES

A deep blue coating covers the user's face. A crescent moon in yellow over the forehead and an array of yellow fireflies dot the face. Passing one hand in front of the face activates the magic, causing the fireflies to fly off, swarm above the user, and grant him the benefits of a *light* spell centered just above the user's head for 10 minutes.

Trigger: Craft (painting) DC 12; pass hand over face (free action).

Faint evocation; CL 1st; Craft Wondrous Item, *light*; Price 22 gp; Weight —.

HAWKEYE'S SURE SIGHT

The right half of the user's face is painted white, with a ring of blue dots encircling the left eye. Blinking three times in quick succession triggers the magic, granting a +5 bonus on Search and Spot checks and halving penalties based on range for 3 minutes.

Trigger: Craft (painting) DC 14; blink three times (free action).

Faint transmutation; CL 3rd; Craft Wondrous Item, *owl's wisdom*; Price 270 gp; Weight —.

LAST MAN STANDING

Large panels of blue and white adorn the face (either half and half or quartered in a checkerboard pattern). A battlefield whoop or howl activates the magic, which grants the effects of *bear's endurance* for 3 minutes.

Trigger: Craft (painting) DC 14; whoop or howl (free action).

Faint transmutation; CL 3rd; Craft Wondrous Item, *bear's endurance*; Price 270 gp; Weight —.

LEAP OF THE WILD ONES

Painted light green (grasshopper), gray and white (jackrabbit), or light brown (antelope), the desired creature's footprints are drawn in black on the forehead. A high jump activates the magic, which lasts for 1 minute:

the grasshopper grants a +10 bonus on Jump checks; the jackrabbit, a +20 bonus; and the antelope, a +30 bonus.

Trigger: Craft (painting) DC 12 (grasshopper), DC 16 (jackrabbit), DC 20 (antelope); high jump (move action).

Faint or moderate transmutation; CL 1st (grasshopper), 5th (jackrabbit), 9th (antelope); Craft Wondrous Item, *jump*; Price 45 gp (grasshopper), 225 gp (jackrabbit), 405 gp (antelope); Weight —.

LEAVE NO SIGN

The user's face, painted light brown, is arrayed with tracks of tiny black footprints. Standing on tiptoes activates the magic, which grants the *pass without trace* spell. As ground is covered, the prints on the face disappear.

Trigger: Craft (painting) DC 17; stand on tiptoes (move action).

Moderate transmutation; CL 5th; Craft Wondrous Item, trackless step class ability; Price 675 gp; Weight —.

MASK THE LIVING

Black paint coats all of the user's visible skin, with a white skeleton painted on top of it. Snapping fingers triggers the magic, granting all benefits of the *hide from undead* spell for 10 minutes.

Trigger: Craft (painting) DC 12; snapping fingers (free action).

Faint abjuration; CL 1st; Craft Wondrous Item, *hide from undead*; Price 45 gp; Weight —.



PROWLING TIGER

The user's face is painted with orange and black tiger stripes. Emitting a long growl triggers the magic, granting the effects of both *cat's grace* and *jump* (+20 on Jump checks) for 3 minutes.

Trigger: Craft (painting) DC 16; long growl (move action).

Faint transmutation; CL 5th; Craft Wondrous Item, *cat's grace*, *jump*; Price 675 gp; Weight —.

RAM BASH

Painted curved ram horns adorn each side of the user's face. Stamping the ground with the left foot triggers the magic, granting the benefits of the Improved Bull Rush feat, even if the user does not meet the prerequisites. The effect lasts for 10 minutes.

Trigger: Craft (painting) DC 20; stamping the ground (move action).

Faint transmutation; CL 9th; Craft Wondrous Item, *bull's strength*, *telekinesis*; Price 2,025 gp; Weight —.

SHOUT AT THE STORM

Intricately painted pictures covering the entire face depict severe weather conditions, such as blasting white snow or streaks of blue rain with bolts of lightning. A sharp hand clap activates the effects of *protection from energy* for 10 minutes. You must choose the type of energy when the paint is applied.

Trigger: Craft (painting) DC 16; hand clap (move action).

Faint abjuration; CL 5th; Craft Wondrous Item, *protection from energy*; Price 675 gp; Weight —.

WARPAINT

A simple design, warpaint consists of parallel horizontal red bars. A primal scream activates the magic, granting the wearer the effects of both *haste* and *rage* for 9 rounds.

Trigger: Craft (painting) DC 20; primal scream (standard action).

Moderate transmutation; CL 9th; Craft Wondrous Item, *haste*, *rage*; Price 2,430 gp; Weight —.

WEBWALKER

An elaborate design of webbing done in white lines covers the user's black-painted face, hands, and feet. Each cheek bears a red hourglass, and the red silhouette of a spider is drawn on the backs of the user's hands and feet. Once he presses together his fingertips, a *web* immediately spell goes off (in a location determined by the wearer within 150 feet) and the wearer gains the ability to *spider climb* (as the spell). Both effects last for 30 minutes.

Trigger: Craft (painting) DC 16; finger tips pressed together (move action).

Faint conjuration; CL 5th; Craft Wondrous Item, *spider climb*, *web*; Price 675 gp; Weight —.

WHIRLWIND'S ARROW

Her face and hands painted yellow, two red arrows stripe each cheek



and a red bull's eye marks the back of each hand. To trigger the magic, the user must spin around in place twice, arms outstretched, pointing with one hand. Once she finishes the spins she unleashes a *magic missile* that deals 1d4+1 points of damage to the pointed at target. A second *magic missile* can be delivered by spinning again and pointing with the other hand.

Trigger: Craft (painting) DC 14, spinning motion (standard action); provokes attacks of opportunity).

Faint evocation; CL 3rd; Craft Wondrous Item, *magic missile*; Price 135 gp; Weight —.

WOLF'S WARINESS

His face painted the gray and white patterns of a wolf, the user bears a black X within a circle on the back of each hand. Clasping hands together activates the magic, granting the user the ability to detect snares and traps, both natural and mechanical (but not magical), as the spell *detect snares and pits*, for a period of 10 minutes. In addition to the normal workings of the spell, you can also detect traps made of metal or other nonorganic materials as well as complex mechanical traps.

Trigger: Craft (painting) DC 16; clasping hands (move action).

Faint divination; CL 5th; Craft Wondrous Item, *detect snares and pits*; Price 675 gp; Weight —. ■



by Amber E. Scott • illustrated by Jeff Carlisle

SWAMP SWAG

Jenaia jumped when the alligator winked at her, and then she realized it was only the reflection of candlelight in the stuffed animal's glass eyes. They seemed to watch her from every corner of the shop: stuffed marsh birds perched in lifelike positions on gnarled branches nailed to the walls, pickled snakes floated in glass jars, and dried fish hung by their tails in bunches.

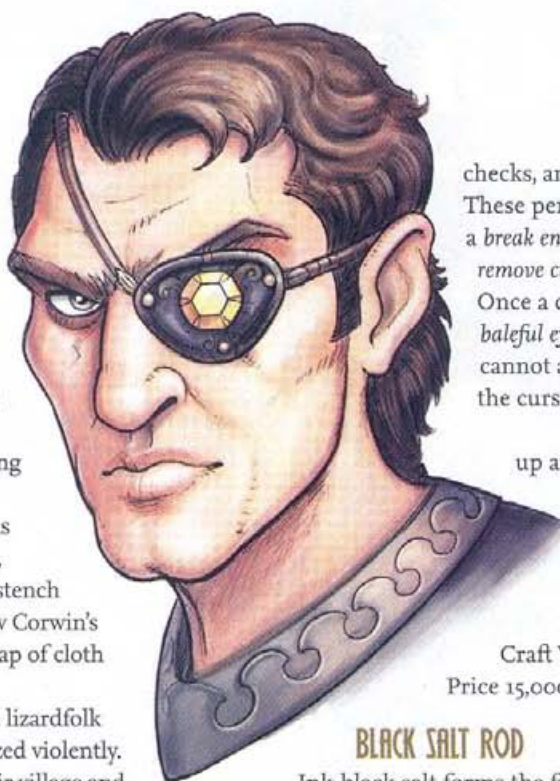
The rest of her group seemed just as uneasy. The shop smelled like pepper, medicine, and the rank, fetid swamp-stench that suffused this whole town. She saw Corwin's nose wrinkle as he approached the heap of cloth behind the counter.

"We're the folks that eliminated the lizardfolk threat for you," he said and then sneezed violently. "We found some curious items in their village and heard that you could identify them for us."

The heap of cloth shifted and the floppy hat, bedecked with beads and feathers and small bones strung on wire, bobbed forward. "Mayhap I can," the old man wheezed. He stretched out a withered brown hand with fingernails like claws. "You find things in the swamp you can't find anywhere else—that's a fact. Let's see what you have, hmm?"

BALEFUL EYE OF BAD JUJU

A multifaceted yellow gemstone sits in the center of this black leather eyepatch. Whoever wears the *baleful eye of bad juju* can activate it once per day to gain a gaze attack for 1 round. During that round, every creature within 30 feet of the *baleful eye of bad juju*'s wearer must make a DC 14 Will save or take a -4 penalty on attack rolls, saves, ability



checks, and skill checks for one day. These penalties cannot be dispelled, but a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell removes it. Once a creature has succumbed to the *baleful eye of bad juju*, that particular eye cannot affect him again until he breaks the curse.

The *baleful eye of bad juju* takes up an eye lenses/goggles slot on the body. Because it covers one of his eyes, its wearer takes a -2 penalty on Spot and Search checks.

Faint necromancy; CL 5th;
Craft Wondrous Item; *bestow curse*;

Price 15,000 gp; Weight —.

BLACK SALT ROD

Ink-black salt forms the full length of this 1-inch diameter, foot-long rod. It feels rough to the touch and tasting it confirms that it is indeed made of salt, although its magic construction prevents it from dissolving normally.

The *black salt rod* detects unnatural creatures and protects its bearer from them. If a construct or undead creature comes within 60 feet of the rod's wielder, the rod emits an acrid, briny smell and stains its bearer's hand black (the stain disappears when no constructs or undead are in range or if the bearer stops holding the rod.) The rod detects disguised, ethereal, hidden, incorporeal, or invisible constructs and undead as well as those in plain sight. If the bearer concentrates for a full round, the rod pinpoints the location of the nearest construct or undead within 60 feet and indicates how many are within range (although it does not reveal their exact locations).



gold in the light and despite its delicate look is tough as canvas.

The wearer of a *capote of dragonfly wings* benefits from several special abilities. First, he is continually protected by a *repel vermin* effect. (Vermin with fewer than 2 HD cannot approach within 10 feet, while vermin with 2 HD or more must make a DC 16 Will save to approach and take 2d6 points of damage in the process.) Second, he emulates the quick, precise movements of a dragonfly, gaining a +4 enhancement bonus to Dexterity. Third, if he possesses the ability to fly (whether naturally or magically), his fly speed increases by 5 feet and his maneuverability improves by one rating (such as from poor to average) to a maximum of perfect.

These bonuses come with a price, however. Wind-related effects (both natural and magical, such as from the *gust of wind* spell) affect the wearer of a *capote of dragonfly wings* as if he were two size categories smaller. Additionally, a constant soft buzz follows the wearer at all times, giving him a -4 penalty on Move Silently checks.

Moderate transmutation; CL 7th; Craft Wondrous Item; *cat's grace*, *fly*, *repel vermin*; Price 85,000 gp; Weight 2 lb.

EGGSUCKER STAFF

One of the more disturbing items lizardfolk shamans create is the *eggsucker staff*. Small squares of eggshell cover the gnarled staff like mosaic tiles and whole eggs bulge out of the staff like tumorous growths. As the staff's wielder uses up charges the eggs soften and wither, as if being sucked hollow, until their shells break and slough off.

Despite its strange appearance and unglamorous appellation, the *eggsucker staff* is

actually an item of genesis. It allows use of the following spells:

- *Reincarnate* (1 charge)
- *Animate plants* (2 charges)
- *Awaken* (3 charges)
- *Shambler* (3 charges)

Strong conjuration; CL 17th; Craft Staff; *animate plants*, *awaken*, *regenerate*, *reincarnate*, *shambler*; Price 103,922 gp; Cost 76,921 gp + 14,657 XP; Weight 4 lb.

MUDWALKER RING

While lizardfolk are naturally adept at moving through marshes, they sometimes forge *mudwalker rings* to aid them in ambushes and scouting. A *mudwalker ring* looks little like a standard decorative ring, instead resembling a rough, inch-long tube of dried mud that fits over the finger. The mud is forged in a special magical process that renders it hard as steel.

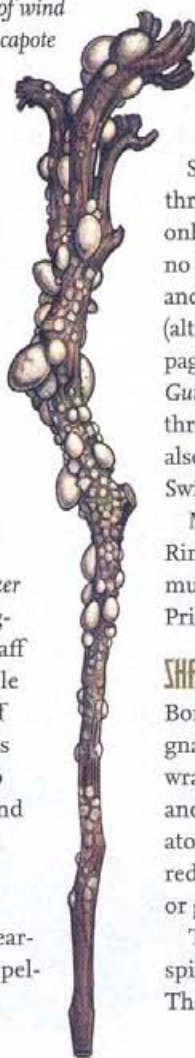
A *mudwalker ring* allows its wearer to move easily in swampy terrain. A person wearing the ring moves through shallow bogs at his standard movement rate and suffers no penalty no Move Silently or Tumble checks. Moving through deep bog squares costs him only 2 squares of movement, he suffers no penalty on Move Silently checks, and he can attempt Tumble checks (although the DC increases by 2). See page 88 of the *DUNGEON MASTER'S Guide* for more information on moving through marsh terrain. *Mudwalker rings* also grant a +2 competence bonus on Swim checks.

Moderate abjuration; CL 7th; Forge Ring, *freedom of movement*, creator must have 2 ranks in the Survival skill; Price 28,000 gp; Weight —.

SHAKER STAFF OF THE QUONDAM

Bone beads festoon the length of this gnarled staff. They hang in clumps or wrap around it like a snake, rattling and hissing at every move. Some creators dye the bone beads bright yellow, red, or blue, or add tiny rodent skulls or glass beads.

The beads act as a channel, drawing spiritual essences toward the staff. These are not true ghosts, but echoes



The rod can be used in this way three times each day, each use lasting up to 10 minutes. Activating this ability is a standard action. When held, the rod protects its bearer with a *death ward* spell that functions only against attacks that originate from an undead creature's supernatural attacks (and not any abilities they gain from class levels, such as a lich's spellcasting ability).

Strong necromancy; CL 13th; Craft Rod; *death ward*, *repulsion*, *true seeing*; Price 40,000 gp; Weight 1 lb.

CAPOTE OF DRAGONFLY WINGS

This iridescent cape hangs from the wearer's shoulders and seems formed of thousands of flexible dragonfly wings. It shimmers green, blue, and



of the ancestors of nearby living beings. In the same way that *Speak with Dead* calls on the impression of a dead person, the *shaker staff of the quondam* magnifies the recessive spirits of nearby creatures' progenitors.

When the wielder of the staff stands and shakes it menacingly (a standard action), the bone beads slide together and create a loud rattling that fills the area. All allies within a 30-foot-radius burst who can hear the staff's rattling perceive the whispers of long-dead ancestors advising them, offering guidance and encouragement. They receive the effects of a *guidance* spell every round for 5 consecutive rounds, beginning when the wielder first activates the staff. The multiple *guidance* effects do not stack, and if a character does not use the competence bonus in a round he loses that round's bonus.

The *shaker staff of the quondam* also functions as a +1/+1 *quarterstaff*.

Faint divination; CL 5th; Craft Magic Arms and Armor; *guidance*, *Speak with Dead*; Price 9,600 gp; Weight 4 lb.

STAR TORTOISE SHIELD

Lizardfolk make these large, oval shields out of the tough shells of tortoises. The shields are usually dark green, blue, or black with yellow or red patterns radiating out from the center like a starburst. The bearer of such a shield gains both its mundane defense but also some of the tortoise's natural defenses.

A *star tortoise shield* is a +3 *heavy wooden shield* that also grants its bearer a +1 natural armor bonus. In addition, it renders its bearer immune to the decapitating ability of a vorpal weapon or similar effects.

Moderate abjuration; CL 9th; Craft Magic Arms and Armor; Price 18,157 gp; Weight 12 lb.

VISARD OF SEMUANYA

Dried streaks of colored mud and patches of cultivated moss adorn this mask. It sits most comfortably on the broad snouts of lizardfolk, but other humanoids can also wear the visard. Lizardfolk shamans create these masks to venerate and emulate their creator, the dualistic deity Semuanya (see page #54). The wearer of such a mask suffers a loss of intellect—which shamans consider a tie to the ancient, instinct-driven ways—but gains bonuses to his nature-based abilities.

The visard of Semuanya imposes a -2 penalty on all Intelligence checks and Intelligence-based skill checks. For this steep price it grants a +4 competence bonus on Knowledge (nature) and Spellcraft checks (the aforementioned penalty offsets this, resulting in a net +2 on those two skills) and a +2 competence bonus on Survival checks. In addition, the wearer of the mask casts all *summon nature's ally* spells at +1 caster level.

Once per day, as a standard action, the mask's wearer can call on the power of Semuanya to aid him. His mind expands and emulates the dual nature of the lizardfolk deity. For 3 minutes, the visard's wearer gains a +4 enhancement bonus to Wisdom and if wearer must attempt a Will save he may roll twice and take the better of the two rolls. He may only reroll a Will save once per day.

Moderate transmutation; CL 5th; Craft Wondrous Item; *bestow curse*, *fox's cunning*, *owl's wisdom*; Price 12,600 gp; Weight 1 lb.

VIVIFYING BACALAO

Lizardfolk shamans living in especially swampy areas often create these enchanted dried fish and send them out with scouting parties, the

leaders of such groups sometimes carrying whole bunches of these.

The *bacalao* appear as flat, silvery fish with black gems for eyes, their scales intact and stretched tightly over their prominent bones.

A *vivifying bacalao* does nothing until its bearer throws it into the water while uttering a command word. At that time it animates and swims rapidly (swim speed 50 feet) to the nearest corpse within 100 feet. (If there is no corpse within 100 feet or within 5 feet of water the *bacalao* does not activate and can be used again.) In the round after the *bacalao* reaches its target the corpse animates as a *lacedon* (an aquatic ghoul, see page 119 of the *Monster Manual*) and devours the fish. The *lacedon* obeys the commands of character who activated the *vivifying bacalao*.

The *lacedon* serves its animator for 24 hours or until destroyed, after which it dissolves into a pile of fetid sludge.

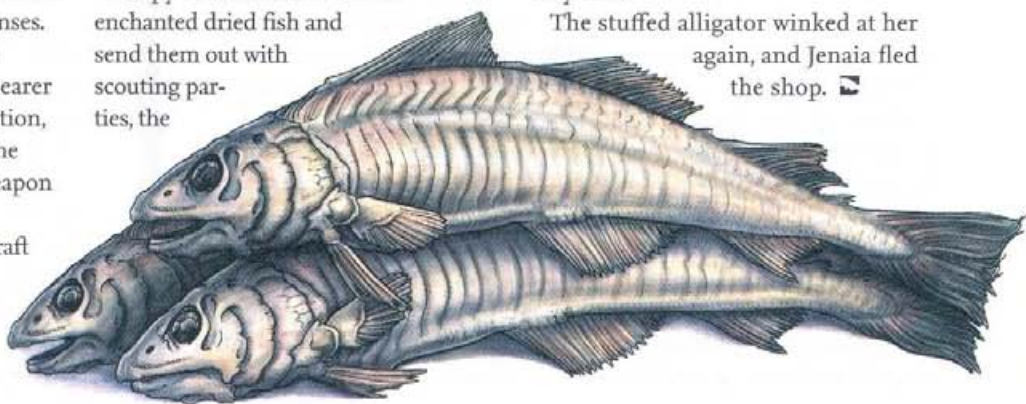
Moderate necromancy; CL 11th; Craft Wondrous Item; *create undead*; Price 1,150 gp; Weight —.

Jenaia shifted restlessly, wishing they were back at the inn. Swamp muck clung to her clothes and boots, and she doubted she'd ever really get out the smell.

The party strode toward the door. Jenaia's hand was on the rough doorframe when she realized that Corwin had never thanked the strange old sage. She looked back over her shoulder. "Oh... thank you."

The sage tipped his hat brim back and his yellow eyes flashed in the light. "Any time, missssy," he hissed. "Any time."

The stuffed alligator winked at her again, and Jenaia fled the shop. ■



ARCANE UPGRADE

WARFORGED MAGIC ITEMS

by John Polojac

illustrated by Kalman Andrasofszky

The race of warforged are living constructs, their bodies composed of an arcane melding of magically animated ceramic, steel, pewter, and wood. Members of the race have the unique ability to incorporate magic devices and weapons into themselves. These bonded items, known as warforged components, may be attached to the bodies of warforged character or embedded within the warforged's frame.

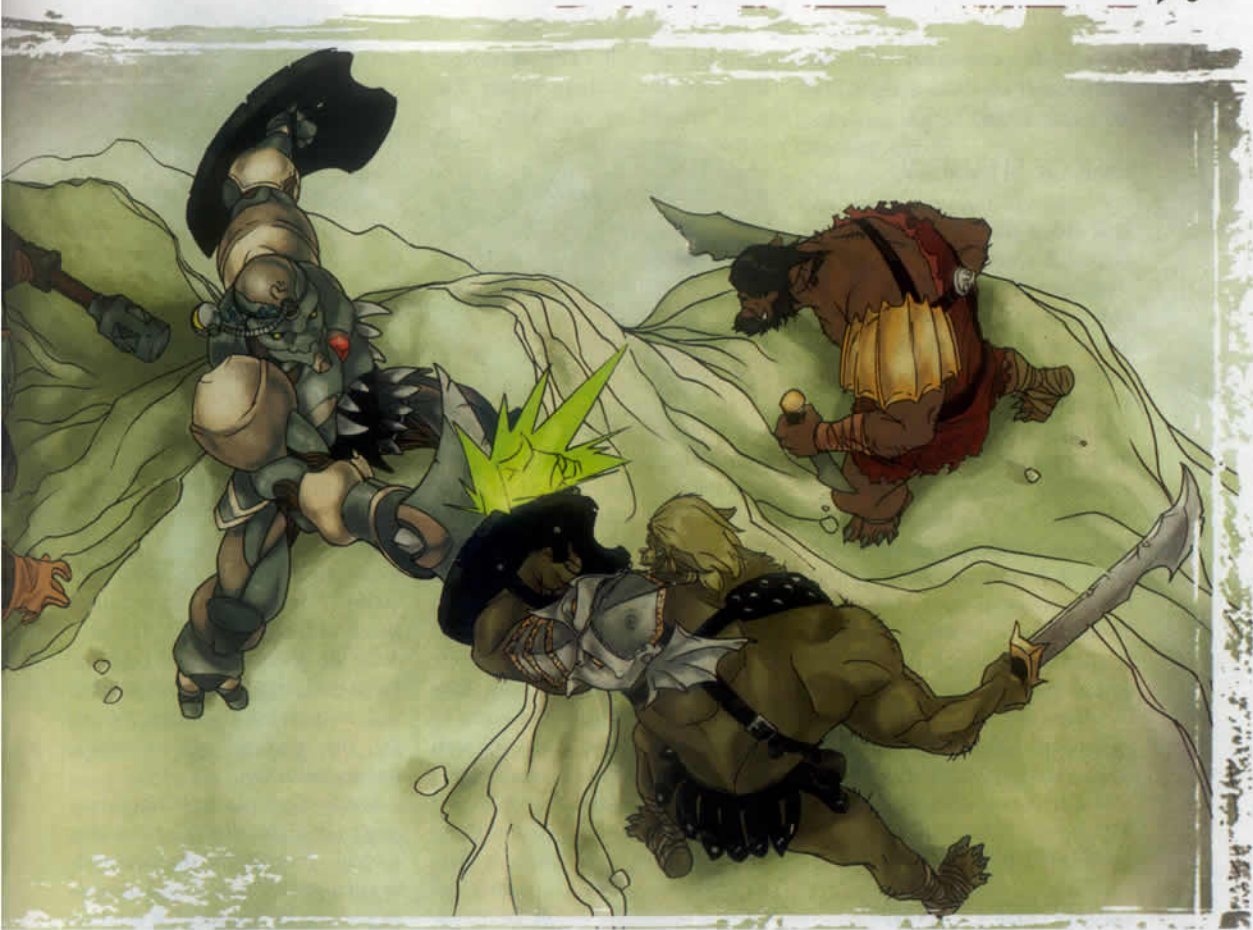
Any character capable of creating a magic item can make the same magic item as a warforged component, and any warforged character capable of using a magic item can use the same item as a warforged component. Warforged components use the special rules presented on page 268 of the *EBERRON Campaign Setting* and summarized here.

A warforged component usually occupies the same space on the body that a magic item of the same kind normally would.

There is no chance of damaging an embedded warforged component when the warforged rolls a 1 on a saving throw, and an embedded component cannot be targeted by an attack independently of the warforged who bears it.

If a warforged component requires activation, the character with the component can activate it with a thought.

Attaching or detaching a warforged component is a standard action that never provokes an attack of opportunity.



BASIC COMPONENTS

Basic components are ordinary magic items modified to serve as warforged components or are specially designed components with no unusual characteristics.

CIRCLET OF THE THIRD EYE

ATTACHED COMPONENT

This headband, composed of a blue-white metal, bears the symbol of a single eye. On command, the symbol transforms into an actual living eye mounted on a 6-inch-long eyestalk in the middle of the warforged's forehead.

The eye glows a bright yellow and is clearly visible even in darkness or deep shadow (all Hide checks

are made at a -5 penalty while the eye is active). The character gains darkvision with a range of 60 feet and can continuously *see invisibility*, as the spell. In addition, the eyestalk is extraordinarily elastic and extends to a length of up to 10 feet.

Opponents may target and damage the eyestalk, which is AC 20 and has 15 hit points. If the eyestalk is destroyed it immediately vanishes and cannot be used again for one week.

The circlet's eye can function for a total of 1 hour per day. This duration need not be consecutive, but each activation of the third eye must last at least 10 minutes.

Faint transmutation; CL 4th; Craft Wondrous Item, *alter self*, *darkvision*, *see invisibility*; Price 30,000 gp; Weight 1 lb.

DISK OF ILLUMINATION

EMBEDDED COMPONENT

The *disk of illumination* is a slim metal token in the shape of the sun that glitters whenever struck by even the dimmest light. Three times per day, the disk can illuminate the nonwood portions of the warforged's body, making it shine as the *daylight* spell for 1 hour (centered on the warforged). Whenever the warforged is illuminated in this way, the bright light makes looking directly at the warforged difficult, granting the warforged a +2 concealment bonus to AC. This AC bonus does not apply against opponents that rely on senses other than sight to detect and target the warforged.

The disk takes up space as an amulet on the warforged's body.

Moderate evocation; CL 6th; Craft Wondrous Item, *daylight*; Price 20,000 gp; Weight 1 lb.

DISK OF SHADOW EMBEDDED COMPONENT

This disk, a slim metal token in the shape of a crescent moon, always seems somehow shrouded in shadow even if placed in direct sunlight. Three times per day, the disk can cause inklike black vapors to pour from the warforged's mouth, shrouding it in shadowy illumination as the *darkness* spell for 1 hour (centered on the warforged). Whenever the warforged is shrouded in this way, the shadows hide the warforged's movements, granting it a +2 concealment bonus to AC and a +5 bonus on Hide checks. These bonuses do not apply against creatures that possess darkvision or other senses that allow them to ignore the effects of darkness.

The disk takes up space as an amulet on the warforged's body.

Moderate evocation; CL 6th; Craft Wondrous Item, *darkness*; Price 20,000 gp; Weight 1 lb.

GAUNTLET OF THE DEFT HAND ATTACHED COMPONENT

This single gauntlet is made of a fine metal mesh, impervious to the effects of natural rusting or tarnishing. Upon speaking the proper command word the warforged's fingers transform into fine tools suitable for precision work. The warforged gains a +5 competence bonus on Craft checks that involve fine details (such as gemcutting, silversmithing, and so on), as well as Disable Device and Open Locks checks. Using the *gauntlet of the deft hand* precludes the warforged from holding a weapon in its transformed hand for the duration of the effect.

Once activated, the gauntlet's effect lasts indefinitely, but its wearer can deactivate and remove the

gauntlet at will. The warforged may use the various blades and tools created by the gauntlet as exotic weapons. The tools deal only 1d4 points of slashing or piercing damage (user's choice).

Faint transmutation; CL 4th; Craft Wondrous Item, *alter self*; Price 7,500 gp; Weight 1 lb.

GAUNTLETS OF EXCAVATION ATTACHED COMPONENT

These oversized gauntlets are forged from dull gray pig-iron and appear battered from use, even when newly created. When activated, the gauntlets extend the warforged's arms. The warforged's hands transform into shovels and can dig through earth and stone, displacing 10 cubic feet of earth or 2 cubic feet of stone every 10 minutes. The shovel arms have an effective Strength score equal to 20 or the warforged's own Strength score, whichever is greater. When activated, the gauntlets make the warforged top-heavy and unable to wield anything in its hands. It loses its Dodge bonus to AC (if any) and takes a -5 penalty on all Dexterity-based skills. Both gauntlets must be worn for the magic to be effective.

The warforged may use the gauntlets for a total of 1 hour per day. This duration need not be consecutive, but each activation must last at least 10 minutes. The warforged may use the shovel blades as exotic weapons. The shovel blades deal only 1d4 points of slashing damage.

Moderate transmutation; CL 5th; Craft Wondrous Item, *alter self*, *soften*

earth and stone; Price 8,000 gp; Weight 8 lb.

IRON-TOOTH GIRDLE ATTACHED COMPONENT

This girdle consists of two wide, dull-gray metal bands affixed by a hinge in the back and a sturdy clasp in the front engraved with the symbol of an open, fang-filled mouth. With a command word, the torso of the warforged wearing the *iron-tooth girdle* violently contorts and splits open, transforming into a great maw filled with a vicious set of gnashing metal teeth. The maw can stretch from the warforged's torso in order to make one bite attack per round (in addition to any other attacks the warforged can make). This is a secondary natural attack with a 5-foot reach. The maw deals 3d6 points of piercing damage, threatens a critical on a roll of 19-20, and is considered a magic weapon for the purpose of overcoming damage reduction.

During a grapple, the warforged can attack with the maw without taking the normal -4 penalty for attacking while in a grapple. If the warforged succeeds in pinning an opponent, it can have the maw automatically deal its bite damage to the pinned opponent each round.

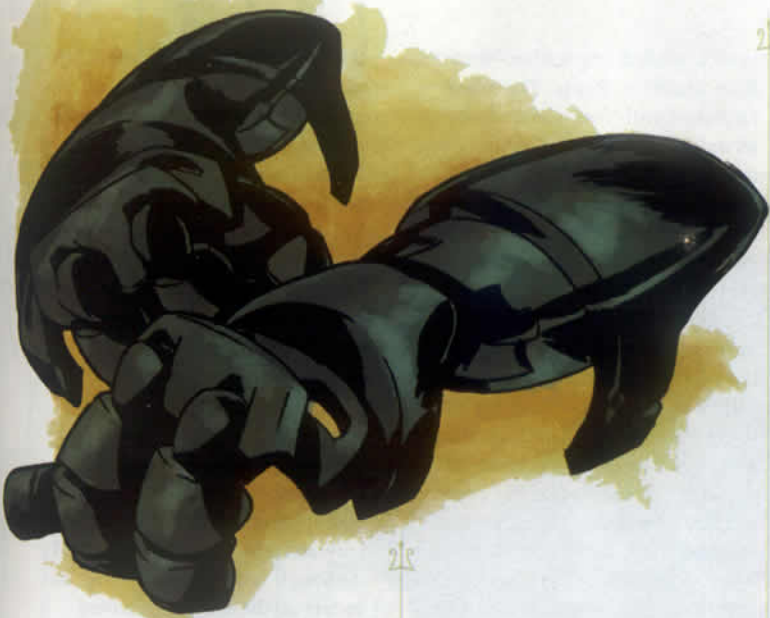
The girdle's maw can make a total of ten bite attacks per day.

Moderate transmutation; CL 7th; Craft Wondrous Item, *polymorph*; Price 15,000 gp; Weight 10 lb.

JEWELS OF DAZZLING LIGHT EMBEDDED COMPONENT

Composed of clusters of various multihued gemstones placed in arcane patterns around both forearms of the





warforged, the *jewels of dazzling light* glow faintly and pulsate when exposed to light, sending arcs and waves of rainbow colors across the warforged. The colorful patterns have a pleasing, slightly hypnotic aspect, and the warforged gains a +2 enhancement bonus on Diplomacy checks made against creatures that can see the warforged. These jewels also grant the warforged a number of spell-like abilities, usable whenever the warforged is within a square lit by bright illumination. The spell-like abilities granted by the jewels are: *5/day—dancing lights*, *daze* (DC 10), *flare* (DC 10); *3/day—color spray* (DC 11), *hypnotism* (DC 11); *1/day—rainbow pattern* (DC 16).

The jewel patterns take up space on the warforged as would a pair of bracers.

Moderate illusion; CL 7th; Craft Wondrous Item, *color spray*, *dancing lights*, *daze*, *flare*, *hypnotism*, *rainbow pattern*; Price 17,000 gp; Weight 1/2 lb.

SCORPION BRAND EMBEDDED COMPONENT

Made of a 6-inch-square sheet of steel and edged with gold trim, this item bears in its center a stamped impression in the shape of a stylized

scorpion. Once affixed to the chest of a warforged, the *scorpion brand* allows its bearer to manifest an 8-foot-long, wickedly barbed tail composed of segmented metal. The tail can stretch from the warforged's back in order to make one sting attack per round (in addition to any other attacks the warforged can make). This is a secondary natural attack with a 10-foot reach. The sting deals 1d6 points of damage and injects a poison (injury, Fortitude DC 14, initial and secondary damage 1d6 Dex) and is considered a magic weapon for the purpose of overcoming damage reduction.

Opponents may target and damage the tail, which is AC 20 and has 30 hit points. If the tail is destroyed it immediately vanishes and cannot be used again for one week.

The brand's tail can make a total of ten sting attacks per day.

Moderate transmutation; CL 7th; Craft Wondrous Item, *alter self*, *poison*; Price 17,500 gp; Weight 1 lb.

SPRING-HEELED BOOTS ATTACHED COMPONENT

Hard leather uppers and iron soles sewn on with copper wire comprise these calf-high boots. When the

command word is spoken coiled springs grow from the soles of the boots and the warforged gains the following effects:

- +20 bonus on Jump checks with no maximum jump distance.
- Speed increases by +15 feet so long as the warforged can lope and hop (this requires at least 10 feet of clearance between floor and ceiling). If the ceiling is less than 10 feet high the warforged's base movement is halved.
- Takes half damage from falling if the warforged succeeds on a DC 15 Reflex save.
- Due to instability, the warforged loses its dodge bonus to AC when it doesn't move at least 10 feet in a round. It takes a -4 penalty on Balance checks.

The boots can function for a total of 10 rounds per day. This duration need not be consecutive.

Faint transmutation; CL 5th; Craft Wondrous Item, *alter self*, *jump*; Price 45,500 gp; Weight 4 lb.

STONE OF INTERNAL FIRE EMBEDDED COMPONENT

A rust-hued and highly polished stone, this egg-shaped component is warm to the touch. The warforged must swallow the stone, which is thereafter incorporated into the warforged's internal components.

Once per day, when the warforged speaks the proper command word, the stone (and the warforged) grows incredibly hot for 5 rounds. A thick cloud of roiling steam erupts from the warforged's mouth to create a *fog cloud*, as the spell but with the following additional properties. Creatures adjacent to the warforged when the *stone of internal fire* is active take 1d4 points of fire damage each round they remain adjacent. A creature that touches the warforged when it is heated by the stone takes 2d4 points of fire damage (this is in addition to damage for being adjacent, if that applies).

For all the protection the *stone of internal fire* offers, it does come with

a cost. Every round the stone is active the warforged takes 1d4 points of fire damage. The warforged must make a DC 15 Fortitude save each round. If it fails, any flammable object worn, held, or carried by the warforged bursts into flame.

Moderate evocation; CL 6th; Craft Wondrous Item, *fog*, *heat metal*; Price 10,000 gp; Weight —.

ARTIFACT COMPONENT

The secrets of constructing artifact components have been long forgotten. Those who built the first warforged crafted such devices to take full advantage of the malleability and resilience of the warforged form. The transmutation effects of such artifacts often reshape a warforged in a radical fashion, imposing changes that no organic being could survive. Most of these artifacts are designed to change a warforged in ways that greatly enhance the character's fighting ability, turning an already formidable combatant into a true war machine.

THE CLONE MASK


This ceramic face-plate is simple but striking in design: it is blue on one side and red on the other, and the

mask's crafted expression contorts from smile to frown. The mask is fashioned with four short chains of an unknown alloy that hold the mask to the face of a warforged. Despite its seemingly fragile construction, the mask is extraordinarily resistant to damage and has a hardness of 10 and 35 hit points.

Once per day, the warforged can undergo an astounding change for up to 1 hour. Its upper body splits in two, with each half then reforming into a complete head, set of arms, and torso. At the same time the lower body of the warforged grows broader and sprouts a third leg. This transformation requires 1 complete round, during which time the warforged can take no other actions (although it can defend itself normally).

The *clone mask* can only be used by a warforged with a base attack bonus of at least +6. Although the warforged has two heads while the mask is active, it still only has one mind and can still only take the normal number of actions per round. If one of the warforged's heads get decapitated (as from a vorpal weapon) the warforged immediately reverts to normal form and is stunned for 2d4 rounds.

When the command word is spoken and the transformation is complete the warforged gains the following effects:

- When making a full attack action, the warforged may make one extra attack. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is cumulative with similar effects, such as a *haste* spell.)
- The warforged gains an additional 2d10 temporary hit points.
- The warforged may grapple with one opponent without penalty and may attempt to grapple a second (although successfully doing so incurs all the normal penalties).
- The warforged cannot be flanked.
- The warforged gains the powerful build trait. The physical stature of the modified warforged lets it function in many ways as if it were one size category larger. Whenever the warforged is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the warforged is treated as one size larger if doing so is advantageous to it. The warforged is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. The modified warforged can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this trait stack with the effects of powers, abilities, and spells that change the subject's size category.
- +2 bonus on all Listen and Spot checks.
- The warforged gains a +4 stability bonus when resisting a trip attack. Strong Transmutation; CL 20th; Weight 1 lb. 



by Richard Farrese
illustrated by Arnie Swekel

TREASURES OF THE DWARVEN HOLDS

Dwarves are renown for their skills with stone and metal. Their engineers, jewelers, and smiths masterfully craft goods considered far superior to those of other races. From the great subterranean halls of the legendary mountain kings to the colossal siege weapons built by their ingenious engineers, dwarves fashion countless wonders both above and below the earth.

Legends hold that the wonders of modern dwarven craftsmanship are but pale shadows of the miraculous creations of the past. Of peerless beauty and with strange and potent powers, fortune hunters risk life and limb traveling the globe to retrieve even the most minor of these ancient trinkets.

Cataloged here is a sample of some of the rarest and most desired masterpieces of the ancient dwarven masters.



ARMOR OF THOR

These half-plate armors were commissioned by King Thror and fashioned by the smiths of his glorious forge. King Thror allegedly gave his commanders suits of these armors as rewards for their loyalty and valor during the Great Goblin Wars. Legends hold that those who wore these elegant suits inspired tremendous fear in their enemies, for the bravest among their foes learned of the armors' terrible power.

With the peace that followed these tumultuous times, the surviving commanders of Thror's army eventually died and the armors passed down from generation to generation. Today, an *armor of Thror* is undoubtedly one of the most cherished family heirlooms a dwarf can possess. With the passage of time, many such suits were either lost or interred with their last owners, but some still pass down through modern clans.

An *armor of Thror* is a set of beautifully crafted half-plate. Fashioned from solid gold with many intricate patterns etched into the metal, these suits hold Thror's heraldic symbol upon the breastplate: the face of a mighty boar holding a rose between its clenched teeth. Although most people do not recognize this ancient and prestigious symbol, many dwarves do.

An *armor of Thror* is a +2 *fortification (heavy)* half-plate. In addition, if an enemy makes a melee attack that would normally cause a critical hit or sneak attack, the armor strikes that foe with a bolt of energy that deals 8d6 points of electricity damage. An attacker who makes a DC 14 Reflex save suffers only half damage.

Strong abjuration; CL 13th; Craft Magic Arms and Armor, *lightning bolt*; Price 60,750 gp; Weight 50 lb.

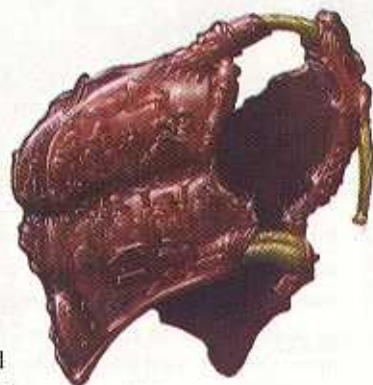
BREASTPLATE OF HARDINESS

These rare suits of blood-red armor were fashioned by an unknown smith some two thousand years ago. No one knows for whom these garments were crafted, but a good number of them were found in the tomb of the legendary King Armas, one of the most honored monarchs in dwarven history.

With the uncovering of the kingly mausoleum and the ancient treasures buried within, many historians concluded that King Armas was interred with the members of his personal guard. Research holds that these scarlet armors were fabricated for the king's most loyal warriors, but others undoubtedly wore similar garments in the years that followed King Armas's demise.

A *breastplate of hardness* is a +3 *fire resistance* breastplate that grants its wearer a number of temporary hit points equal to his Constitution score. Whenever the wearer of a *breastplate of hardness* takes damage, subtract the armor's temporary hit points first. Once the amount of temporary hit points drops to 0, the wearer takes damage as normal. A *breastplate of hardness* regenerates lost temporary hit points at a rate of 1 per hour until all of its temporary hit points are available again. The armor grants a wearer temporary hit points as long as the armor is worn, and the hit points vanish if the armor is removed.

Strong abjuration; CL 9th; Craft Magic Arms and Armor, *bear's endurance*, *resist energy*; Price 43,350 gp; Weight 30 lb.



GAUNTLETS OF BASHING

Each of these massive gauntlets is fashioned from layered plates of silvery iron covering the back of the hand and fingers of a thick glove of black leather.

The leather of this glove is rigid and its surface cracked and battered, as if by old age, but a close inspection confirms that it is still sound and supple enough to wear. The slightly curved metal plates—four wide ones covering the back of the hand and wrist, and six narrow ones upon each of the fingers—are riveted into the black glove. A multitude of tiny runes and dwarven designs cover the silvery surfaces of these plates.

These gauntlets are some of the most ancient dwarven magic items and no record exists of their original creator. The secret of their making, however, has been passed down from dwarven master smiths to their most promising apprentices when they in turn became masters. Because of



the marvelous power they bestow in battle, warriors of all races cherish these items.

Three times per day, the wearer of a pair of *gauntlets of bashing* can make unarmed attacks that strike with incredible force. As a free action, the wearer can invoke the gauntlets' power, causing all his unarmed attacks made in the next round to deal 2d6 points of damage bludgeoning damage. In addition, also as a free action, the wear can slam back any opponent he's used the gauntlet's power to deal damage to. Creatures struck in this manner are bull rushed as if by a large creature with a Strength of 25.

Moderate transmutation; CR 9th; Craft Wondrous Item, telekinesis; Price 45,800 gp; Weight 4 lb.

MUG OF CLEAR-HEADEDNESS

Long ago, the clergy of the dwarven god of war made these intricate and beautiful mugs in order to insure that the warriors of their armies—most especially its officers and heroes—had their heads clear and their spirits heartened as they waged war.

A *mug of clear-headedness* is cast from dark bronze. Its body is fashioned to resemble a finely cut gemstone. The mug's handle, however, is sculpted in the form of a dwarven warrior chopping with an axe into the gemlike surface of the item. The handle is so well detailed that anyone looking at the mug instantly recognizes its great artistic value.

A *mug of clear-headedness* has a variety of effects. All liquids poured into a *mug of clear-headedness* are affected as if by the spell *purify food and drink*. Once per day, drinking from the mug cures the drinker of poisons and other toxins in his body, as per the spell *neutralize poison*. Also, three times per day, a creature who drinks a full mug of liquid from this item gains the effects of the spell *owl's wisdom*.

Moderate transmutation; CL 7th; Craft Wondrous Item, *neutralize poison*, *owl's wisdom*, *purify food and drink*; Price 38,800 gp; Weight 1 lb.

RING OF SPELUNKING

Like many dwarven rings, *rings of spelunking* are wide, thick bands that look heavier than they actually are. These perfectly round bands scintillate when held up to the light. The surface of a *ring of spelunking* is so well polished that, at first glance, it appears to have been cut from a single piece



of semi-precious stone. A closer look, however, reveals that it is composed of countless fragments taken from various types of stones and gems seamlessly melded together.

Invented at the onset of the rule of the great Mountain Kings, these items were used by dwarven exploring parties and mining expeditions to navigate the treacherous underground cavern complexes from which they eventually carved out their great cities. The majority of these rings remain lost, and those who know of their existence cherish these ancient items.

A *ring of spelunking* grants its wearer an intuitive familiarity with all things related to natural caverns and the creatures inhabiting them, giving a +10 competence bonus on Knowledge (dungeoneering) checks. If the wearer has darkvision, the ring improves this ability, doubling the range the wearer can see in total darkness. Wearers without darkvision gain no benefit from this power. Additionally, to cope with cramped spaces, the wearer of a *ring of spelunking* can, three times per day, shrink in size as per the spell *reduce person*.

Faint transmutation; CL 3rd; Craft Wondrous Item, *darkvision*, *reduce person*; Price 37,000 gp; Weight —.

STATUETTE OF THE ALL-FATHER

These small, finely detailed statuettes of Moradin are carved from precious stones. No one knows when these statuettes were created, but legends suggest that a priest and master stonemason originally crafted them to honor the dwarven All-Father. Whatever their origins, most large temples of the deity have one such statuette at hand, but they are usually hidden in secret alcoves and are well guarded. Incredibly well made, these strange statuettes are nearly perfect replicas of stolid dwarven warriors, carved of whole pieces of precious stones.

A *statuette of the All-Father* is a boon to clerics. Once per day, the statuette may be used by a cleric of lawful good, neutral good, or lawful neutral alignment while preparing spells for the day. This allows the cleric to prepare spells of the Strength domain as if they were domain spells. In addition, for that day, the cleric gains the granted power of the Strength domain.

Faint abjuration; CL 3rd; Craft Wondrous Item, *bull's strength*; Price 2,000; Weight 5 lb. S



by Richard Farrese • illustrated by Niklas Janssen

TREASURES OF THE



ELVEN EMPIRE

Of all the humanoids, few have endured longer than the elves. No other race is more responsible for the development of the magical arts. None have crafted more wonders than the descendants of the first elven scions. The items included in this article reflect the master craftsmanship for which elves have become famous.

ARMOR OF THE LONG JOURNEY

Thurgian, one of the most celebrated smiths in elven history, receives credit for the creation of dozens of new magic items. Among the many wonders he invented is the *armor of the long journey*. Although certainly not the most powerful relics of Thurgian's making, these simple suits of full plate armor are nevertheless cherished by those who possess them.

A suit of *armor of the long journey* is made from a mundane-looking steel alloy bearing no special marks or runes. While the armor appears bulky, a closer inspection reveals that it is actually as light as a chain shirt.

Armor of the long journey protects its wearer as a suit of +2 full plate armor of cold resistance. The suit, however, is so light that its owner can move at his normal base land speed, rather than the reduced land speed caused by normal full plate. The *armor of the long journey* also aids its wearer in carrying great loads. While wearing this armor, the owner treats all medium loads as light loads, and all heavy loads as medium loads. Furthermore, the wearer of *armor of the long journey* never suffers from the effects of fatigue caused by traveling. Combat and other conditions (such as swimming, raging, and certain spells) fatigue the wearer normally.

Moderate abjuration; CL 6th; Craft Magic Arms and Armor, *bear's endurance, resist energy*; Price 39,650 gp; Weight 25 lb.

BOOTS OF THE WOODLAND

Another creation of Thurgian, these enchanted calf-high boots are fashioned

from soft leather or suede with thick soles made from spongy hide. The boots, which come in all manners of style, only have one distinctive and uniting feature in the form of a rune engraved upon each sole, forming a crude "X."

These boots, perfect for rangers and druids, bestow great speed and agility upon their owner while traveling in woodlands. In any forest environment (which includes sparse woods and tree-covered hills or mountains) the wearer of a pair of *boots of the woodland* is protected as though under the permanent effect of an *endure elements* spell, adds 10 feet to his base land speed, gains a +4 insight bonus on all Reflex saves, and benefits from a +10 competence bonus on all Move Silently checks. Both boots must be worn in a forest environment for 24 hours for their magic to take effect.

Faint abjuration; CL 5th; Craft Wondrous Item, *cat's grace, endure elements, expeditious retreat*; Price 16,000 gp; Weight 1 lb.

CAPE OF THE GENERAL

Savage orc and goblin tribes universally feared the mighty elven armies of ancient times, but the elves' celebrated victories were in great part due to the cunning and charismatic generals who led them in battle. In those legendary days, the leader of each elven host wore a cape made out of glistening night-blue silk with myriad silver runes imprinted around the collar. This garment served to display the officer's rank, but was also magically endowed to help him in his duties. Most of these cloaks went to the grave with the generals who wore them, but fortunate tomb robbers occasionally stumble

upon a *cape of the general*. In

modern elven society, very few of these garments remain, but some are still handed down from one generation to the next.

A *cape of the general* functions as a +2 cloak of resistance and also provides a +2 enhancement bonus to the wearer's Charisma and Intelligence scores. When worn by a character with elven blood, the item grants a +4 morale bonus on saving throws made against fear effects to all elven-blooded allies within a 30-foot radius.

Faint abjuration and transmutation; CL 5th; Craft Wondrous Item, *eagle's splendor, fox's cunning, remove fear*, creator must be elf or half-elf; Price 38,000 gp; Weight 1 lb.

HAND OF THE CREATOR

Clerics of Corellon Larethian dedicate their lives to the protection of the elven people and their ancient culture. Those who prove themselves worthy champions of their faith sometimes receive a special blade dubbed the *hand of the creator*. This intricately designed punching dagger (katar) is fashioned from mithral. Its handle is covered with strands of dark blue



leather strips, and its silvery blade is marked with tiny elven runes.

The *hand of the creator* works as a +1 *keen punching dagger* that deals an extra 1d4 points of damage when wielded by an elf or half-elf. When used by a character with elven blood, the *hand of the creator* bestows the Curse of the Creator on any creature without elven blood it strikes. The non-elf foe can make a DC 14 Will save to resist the curse. The Curse of the Creator surrounds the creature in a permanent *faerie fire* effect and causes the target to be permanently shaken. (A shaken creature takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.) The *hand of the creator's* wielder can remove the curse as a standard action. The spells *break enchantment*, *limited wish*, *miracle*, *remove curse*, and *wish* can also remove the curse.

Moderate abjuration;
CL 7th; Craft Magic
Arms and Armor,
bestow curse, *faerie
fire*, *keen edge*, *creator
must be elf or half-
elf*; Price 48,502 gp;
Weight 1/2 lb.



QUIVER OF PLENTY

Crafted by Nestaril the Undying, one of the most venerated elven wizards of the previous age, these rare quivers are prized by those who own them. Although elves of ancient and noble lineage occasionally inherit a *quiver of plenty* from their forefathers, most of these items were destroyed long ago. Still, some remain, but until recently no sage could duplicate these valuable magical items.

Quivers of plenty are frequently made from leather of rich browns and verdant greens. At a foot long and about half as wide, the face of a *quiver of plenty* is a work of art, covered in resplendent reliefs representing images of the natural world, such as monkey-filled glades, packs of animals, or ancient deities of nature.

Aside from its rich coloration and wonderful design, the quiver is otherwise like any other: A simple leather strap allows its owner to attach it to his back or waist.

A *quiver of plenty* provides its owner with a limitless supply of various types of masterwork arrows. Whenever the owner reaches into the *quiver of plenty* his mental desire causes it to instantly create an arrow of the desired type that remains in existence long enough to fire. The *quiver of plenty* can create an infinite number of wooden arrows, steel-tipped arrows, alchemical silver-tipped arrows, and cold iron arrows. It can also create five adamantite-tipped arrows each day. If the quiver's

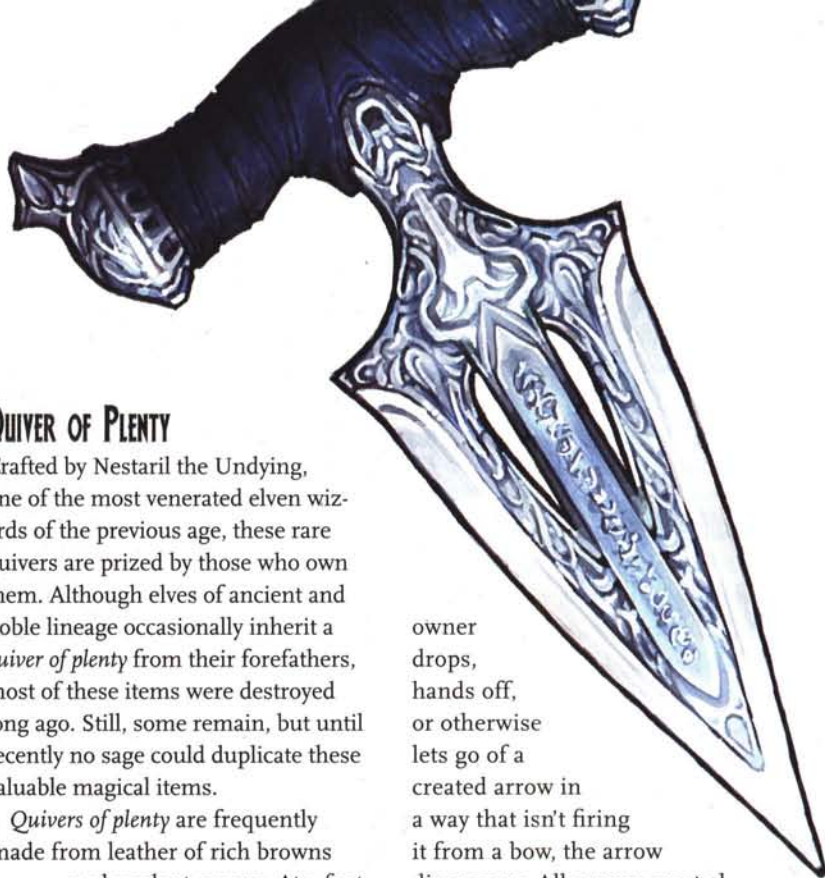
owner drops, hands off, or otherwise lets go of a created arrow in a way that isn't firing it from a bow, the arrow disappears. All arrows created by a *quiver of plenty* dissipate into nothingness immediately after they strike a solid object (whether the intended target or not).

Strong conjuration; CL 9th; Craft Wondrous Item, *major creation*; Price 18,000 gp; Weight 1 lb.

ROD OF REVEALING

Cherished by all who face illusionists in battle, *rods of revealing* are especially prized among those who wish they could categorize everything as easily as day and night. These highly valuable rods appear as simple iron scepters carved with an open eye upon one end.

A *rod of revealing* suppresses all magic from the school of illusion as if it were within an *antimagic field*. This effect covers a 110-foot radius centered on the rod and is useable once per day. The rod can maintain this illusion suppression field for 110 minutes (1 hour, 50 minutes). While the rod affects an area, no new illusion spells or effects can be cast or triggered. Any attempt to cast





A shield of obstruction is a spiked +3 light wooden shield that can grow a wall of thorns, as per the spell, once per day. This wall of thorns is 90 feet long and 10 feet thick and lasts 90 minutes. It must be created in a straight line and is not shapeable by the wielder.


Moderate transmutation; CL 9th; Craft Magic Arms and Armor, wall of thorns; Price 27,403 gp; Weight 5 lb.

THESPIAN'S MASK

Sometimes called a "performer's face" or "actor's visage," each of these fascinating masks is a unique and intricate work of art. Fashioned by the greatest elven artists of the modern age, no two thespian's masks are alike.

A thespian's mask is carved from the finest ivory and then painted to resemble the face of a humanoid creature. Depending on the whim of the artisan creating it, a thespian's mask might, for example, bear a fearsome orc warrior's visage, the fair skin of an elven maiden, or the face of an old human sage.

When worn, the mask merges with its owner's face, changing his features to match those of the humanoid creature depicted upon it. The change affects the wearer as the spell *disguise self*, but it only changes the wearer's appearance to match that of the face the mask was crafted to depict. For example, a thespian mask in the form of a fair-skinned elven maiden would disguise its wearer—including clothing and equipment—as an elven maiden and nothing else. This ability remains in effect for as long as the mask is worn.

Faint illusion; CL 5th; Craft Wondrous Item, creator must possess at least 10 ranks in Craft (sculpting), *disguise self*; Price 3,000 gp; Weight —. 

such a spell in the area instantly fails and items with illusion effects (such as a *ring of invisibility*) simply fail to function. A *rod of revealing* has no effect on nonillusion spells and effects.

Strong abjuration; CL 11th; Craft Rod, *antimagic field*, *invisibility purge*; Price 60,000 gp; Weight 5 lb.

SHIELD OF OBSTRUCTION

The elven war masters of ancient times commissioned a number of magic arms and vestments forged by the greatest smiths of the era. The generals who led the great elven hosts used these weapons and armors to reward their loyal commanders as well as their most valiant warriors. Today, few of these items remain; the hardy *shield of obstruction* is one of them.

Shields of obstruction are spiked light wooden shields most commonly shaped into the form of pointed-edged leaves. Along with countless battle scars, each is covered with intricate carvings of vines that bristle with protruding thorns. This tangled motif often circles the ancient insignia of the elven house the shield's original owner served.

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TREASURES OF THE GNOME HILLS

Although most people don't realize it, gnome culture is filled with a multitude of intricate art forms, mysterious histories, and ancient legends. Masters of illusion, gnomes are also cunning, imaginative, and gifted craftsmen who never cease to amaze those who—more often than not—refuse to acknowledge their worth. Like their distant dwarven cousins, gnomes reveal their true ingenuity in not just their mundane works, but also through their magical creations.

ARMBANDS OF PRESTIDIGITATION

In gnome society, Ranvarath the Magician held renown for his dazzling stage performances. Dubbed the Father of Illusions by most sages and historians of his kind, wizards and sorcerers of all races recognize the gnome Ranvarath as having developed and created several well known spells and wondrous items. Among these are the armbands he wears in every fresco and statue created in his image.

Made of simple brown leather carved with several interconnected decorative circles, gnomes sometimes refer to these magic armbands as *Ranvarath's gift*. This easy to spot design, done in shades of beige, stands out upon the otherwise unremarkable leather surface of the bracers.

Armbands of prestidigitation confer a +2 enhancement bonus to Dexterity as well as a +5 competence bonus on all Sleight of Hand checks. The wearer also gains the ability to use *mage hand* and *prestidigitation* each three times

per day. Both armbands must be worn in order for their magic to be effective.

Moderate transmutation; CL 7th; Craft Wondrous Item, *cat's grace*, *mage hand*, *prestidigitation*; Price 11,700 gp; Weight 1 lb.

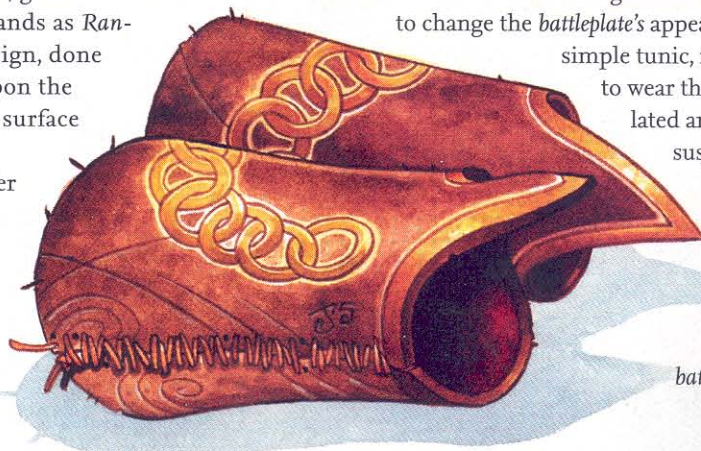
BATTLEPLATE

Commissioned by Ramvinot of the Single Eye, a forgotten smith crafted these intricate suits of armor. History recalls that Ramvinot, a pious follower of Gaerdal Ironhand (the gnome god of vigilance and martial defense), used apparently unarmed secret police who used magic to defend gnome lands from overconfident invaders. Although time has claimed the names of these brave bardic warriors, many suits of *battleplate* remain.

Otherwise unremarkable in appearance, an etching of a wide maple tree with golden leaves decorates this armor's glistening silver breastplate.

A suit of *battleplate* is a +2 mithral breastplate of improved silent moves. The armor bears a glamour that allows its wearer

to change the *battleplate's* appearance to that of a simple tunic, making it possible to wear the armor in a populated area without rousing suspicions. Finally, in addition to the Move Silently bonus granted by the armor's improved silent moves, *battleplate* grants its



wearer a +5 competence bonus on Jump and Tumble checks. Because its mithral construction makes *battleplate* light armor, bards can cast spells while wearing it without the risk of arcane spell failure.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, Still Spell, *disguise self*, *jump*, *silence*; Price 31,050 gp; Weight 30 lb.

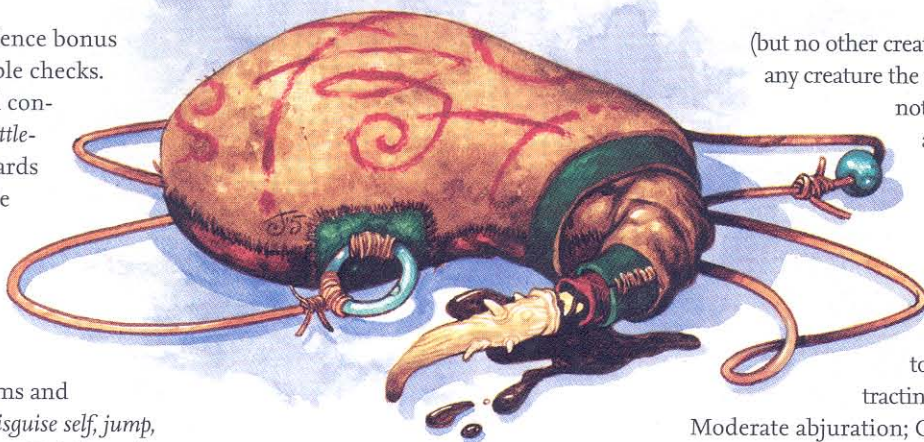
DEVIL'S PASTE

This sticky substance is primarily composed of finely crushed rocks, volcanic ashes, fungi, and the blood and oils from various creatures. Wizards from the Order of the Deep, an organization devoted to ridding the world (beginning with the Underdark) of evil, created this practical substance. Especially designed to help gnome warriors combat creatures made of or living in fire, wizards of the Order of the Deep continue to make *devil's paste* to this day.

Devil's paste is a thick dark brown goo similar in both color and texture to chocolate pudding or mud. It sticks easily to the skin and clothing of those who use it, but *devil's paste* gives its users a dirty and savage appearance—a fact that makes some gnomes of nobler heritage obstinately refuse its use. Typically, the substance is kept in wineskins treated with oil that allow quick extraction of the paste. A wineskin's worth of *devil's paste* contains enough to cover four Small or two Medium creatures.

When applied, *devil's paste* provides resistance to fire 20 and a +4 resistance bonus on all saving throws made against fire and fire-based spells and effects. It takes 1 minute to apply *devil's paste* to the body. Its effects last for 24 hours after application or until washed off with soap and water (which takes 5 minutes).

Moderate abjuration; CL 7th; Craft Wondrous Item, *resist energy*; Price 8,000 gp; Weight 2 lb. (full wineskin).



MOONRAT'S BANE

Many believe the gnome god Baervan Wildwanderer gifted the first *moonrat's bane* to an obscure wizard and master smith said to have delved into the secrets of lycanthropy a millennium ago. At that time, Baervan and his followers fought a secretive war against an influx of wererats and their mundane rodent kin. As the war turned sour, Baervan presented the first of these blades and commanded his loyal servitor to create many more. The tides turned as the nature god's gift spread among gnome enclaves.

These ancient relics, artfully crafted greatswords fashioned from a rare alloy of a bright silvery hue, emit a clear radiance strong enough to illuminate a 20-foot radius when held. The grip of a *moonrat's bane*, covered with a thick layer of interwoven purple leather laces, proves remarkably comfortable to wield.

At first glance, a *moonrat's bane* appears as a typical Small +2 silver greatsword. Barely perceptible runes upon the blade (written in Gnome) reveal its potency. When wielded in battle against rats and ratlike creatures, causes these creatures to be shaken for 1 minute upon a successful critical hit. This includes normal rats, dire rats, moon rats, rat swarms, wererats, and any other creature with ratlike qualities

(but no other creatures). Finally, any creature the wielder does not consider an opponent within the blade's glow receives a +2 bonus on all saving throws made to avoid contracting a disease.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *remove disease*; Price 15,530 gp; Weight 8 lb.

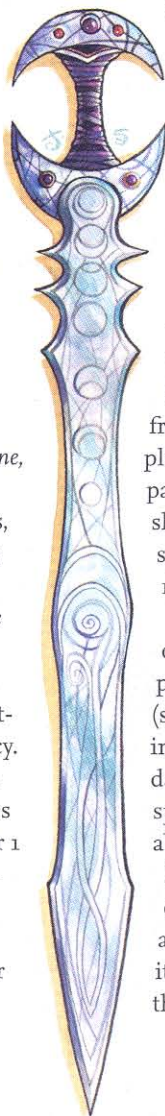
MISLEADING NECKLACE

Nefarimas the Ancient created the first of these mundane-looking necklaces shortly before his death nearly a century ago. Nefarimas's apprentices learned the secrets of making these items and produced a number of

misleading necklaces in the years that followed. Although each maker fashioned these magic necklaces according to his own tastes, every necklace has one thing in common: a large chunk of amber that makes up the centerpiece of the necklace.

Most *misleading necklaces* are made from simple silver threads upon which hang rough pieces of dark golden amber. Some more elaborate crafters frame the amber in gold, silver, or platinum designs. The semitransparent stone can take almost any shape, from neat triangles, round spheres, and perfect squares to more organically shaped forms.

A *misleading necklace* helps its owner fake his own death once per day as an immediate action (see the following page), but only in response to the wearer taking damage from a magic item, spell, spell-like ability, or supernatural ability. When activated, the *misleading necklace* instantaneously casts both a *cure serious wounds* and an extended *mislead* spell on its wearer. The figment created by the *mislead* effect appears in the



IMMEDIATE ACTION

Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Casting feather fall is an immediate action (instead of a free action, as stated in the spell description of the *Player's Handbook*), since the spell can be cast at any time.

Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

owner's place. In the next instant, the figment of the owner appears to die in a way appropriate to damage-dealing effect (charred by flames, encased in ice, and so on). The effect is gruesome and spectacular, and the illusion is complete with smells, sounds, and thermal effects. The apparently dead figment remains in place for 3 minutes (30 rounds).

Strong illusion; CL 11th; Craft Wondrous Item, Extend Spell, *cure serious wounds*, *mislead*; Price 42,400 gp; Weight 1 lb.

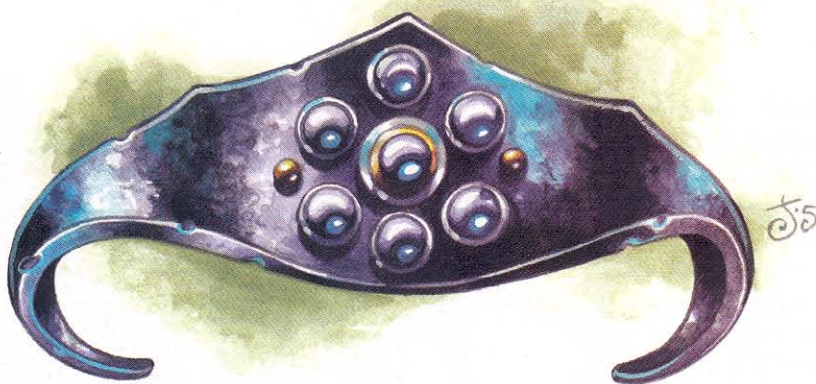
RING OF GNOMEKIND

Legends hold that Garl Glittergold himself handed down these simple rings to his children. Although gnome literature and folklore concerning these godly gifts abound, many sages argue that *rings of gnomekind* lack the antiquity to be the gift of a god. While

most sages (including some gnomes) subscribe to this theory, the majority of gnomes still cling to the idea that these valuable treasures hold godly origins.

Its outer edge crudely shaped from a simple gray stone of unremarkable value (such as granite), a quick glance paints a *ring of gnomekind* as a worthless piece of rock. The ring's smooth interior surface, however, holds myriad tiny and elaborate runes. Few understand the meaning of these strange markings, but anyone who puts on the ring instantly knows its powers.

A *ring of gnomekind* bestows a +2 bonus on Listen and Craft (alchemy) checks and increases the DC for all saving throws made against illusion spells cast by its wearer by +1. In addition, any Medium humanoid who dons a *ring of gnomekind* is instantly affected by both a *reduce person* spell and a *disguise self* spell that makes the wearer look like a gnome. These spells remain in place for as long as the creature wears the ring. Many gnomes consider wearing such a ring a true honor, as such a wearer becomes the embodiment of gnome strengths and virtues.



Strong transmutation; CL 13th; Craft Wondrous Item, *disguise self*, *reduce person*, creator must be gnome; Price 20,000 gp; Weight —.

TIARA OF SHADOW BLENDING

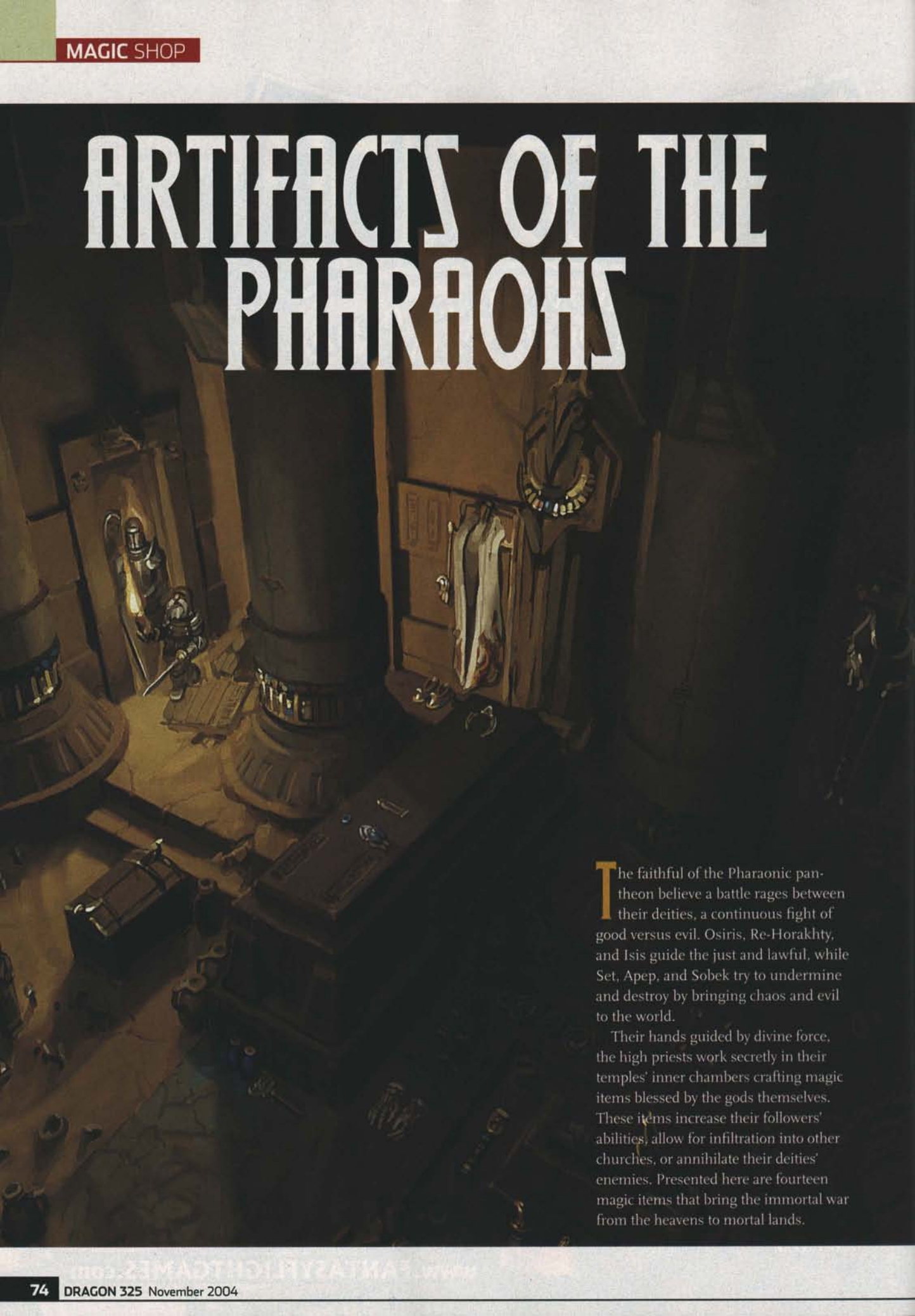
The creation of a renowned gnome necromancer, these wondrous items are extremely rare. *Tiaras of shadow blending* contain the essence of shadow—an element necromancers frequently study. Although few know about *tiaras of shadow blending*, assassins and rogues who hear of them actively seek these treasures, and willingly pay a small fortune to obtain one.

A *tiara of shadow blending* is made from basalt ornamented by a handful of black pearls. A closer look at the item reveals the pearls embedded in it lack the sheen of the tiara's shiny black luster. Although the surface of the item is glassy, it emits an eerie aura of shade when worn.

The *tiara of shadow blending* absorbs a portion of an area's ambient light, creating a menacing shadow around the owner's form. Three times per day, while in an area of shadowy illumination, its owner can blend into shadows, making him invisible as per the *greater invisibility* spell for 10 minutes. The tiara's wearer remains concealed as long as he remains within an area of shadowy illumination. In addition to the normal ways of negating invisibility or seeing an invisible creature, this invisibility is cancelled while in the area of any spell with the light descriptor or similar effect.

Moderate transmutation; CL 10th; Craft Wondrous Item, *deeper darkness*, *greater invisibility*; Price 30,000 gp; Weight 1 lb. ■

ARTIFACTS OF THE PHARAOHS



The faithful of the Pharaonic pantheon believe a battle rages between their deities, a continuous fight of good versus evil. Osiris, Re-Horakhty, and Isis guide the just and lawful, while Set, Apep, and Sobek try to undermine and destroy by bringing chaos and evil to the world.

Their hands guided by divine force, the high priests work secretly in their temples' inner chambers crafting magic items blessed by the gods themselves. These items increase their followers' abilities, allow for infiltration into other churches, or annihilate their deities' enemies. Presented here are fourteen magic items that bring the immortal war from the heavens to mortal lands.

by Kevin Hamilton
illustrated by Niklas Janssen

BELT OF THE CAMEL

Made from woven camel hair and blessed by clerics of Isis, the *belt of the camel* defends travelers on long treks across the desert. The belt protects the wearer from extreme heat, as per *endure elements*, but not cold. In addition, the wearer never becomes thirsty and never requires water for nourishment, although the need for food still exists. The belt must be worn for 24 hours before its powers take effect.

Faint abjuration; CL 1st; Craft Wondrous Item, *create water*, *endure elements*; Price 3,000 gp; Weight 1 lb.

CANOPIC JARS OF THE GUARDIANS

Specially instructed clerics perform an embalming ceremony when a guardian of Osiris or cleric of Anubis dies. The ceremony involves the removal of the cleric's vital organs and preserving them in a set of four urns called *canopic jars of the guardians*. The lids of the four jars appear as protectors of each organ: a baboon for the lungs, a jackal for the stomach, a human for the liver, and a falcon for the intestines. When placed together and the sacred words are spoken by a cleric of good alignment, an act that requires a full-round action that provokes an attack of opportunity, the four jars cause a guardian of Osiris to rise-up. Treat the newly raised guardian as a mummy (see the *Monster Manual*) created as if by *create undead*, except that it is of lawful good alignment and lacks the despair ability. The mummy follows the commands of the cleric that raised it and exists for 3 hours or until destroyed. The jars can be used once per day.

Strong necromancy; CL 15th; Craft Wondrous Item, *create undead*; Price 18,000 gp (for all four jars); Weight 2 lb. each.

CARRION GAUNTLET

The hinged and jointed pieces of the *carrion gauntlet* are made from bits of

bone, carapace shards, and the dried flesh of various creatures. Created by evil clerics in an attempt to harness the power of undead, the gauntlet constantly thirsts for life force. The wearer of this +1 *gauntlet* can use it to cast *vampiric touch* at will as though cast by a 5th-level caster.

Moderate necromancy; CL 5th; Craft Wondrous Item, *vampiric touch*; Price 32,300 gp; Weight 1 lb.

CARTOUCHE OF IMHOTEP

A *cartouche of Imhotep* is a small, flat piece of gold with Imhotep's name engraved into it. Clerics wear these symbols on necklaces so Imhotep will guide their hands as they create wondrous objects in his name. Anyone wearing a *cartouche of Imhotep* gains a +5 competence bonus on any Craft check.

Faint transmutation; CL 3rd; Craft Wondrous Item, *mending*, Craft (any) 5 ranks; Price 5,000 gp; Weight —.

CLOAK OF THE DESERT

This cloak is made from a light brown, sturdy material, velvety on one side with a rough sandpaperlike texture on the other. If the wearer wraps it around herself, the *cloak of the desert* allows her to merge with sand or any sandstone large enough to encompass her body, in the same manner as *meld into stone*. This effect can last to up to an hour and can be used three times per day.

Moderate transmutation; CL 6th; Craft Wondrous Item, *meld into stone*; Price 18,000 gp; Weight 1 lb.

EYE OF HORUS

Pharaohs throughout the ages have kept vigilant watch over their people using special agents of Re-Horakhty. Clerics created the *eye of Horus*, supposedly blessed by Re-Horakhty himself, to be worn by these agents to protect them. The *eye of Horus* is a single lens that, when placed over one eye, seems to meld into the user's flesh. It takes a full-round action for the lens to be

GODS OF THE PHARONIC PANTHEON

Deities and Demigods describes the Pharaonic pantheon in great detail. Below, you'll find some information about the deities mentioned in this article. To learn more about them, pick up a copy of that book, make a trip to your local library, or check out websites like nemo.nu/ibisportal/Oegyptintro/index.htm.

If you don't want to use the Pharaonic pantheon in your game, these magic items easily adapt to deities you use or to cultures in your campaign. The FORGOTTEN REALMS hosts the land of Mulhorand and incorporates several gods of the Pharaonic pantheon. EBERON's Aerenal elves might create and use such items. Although Greyhawk does not have any Egyptian-themed area (perhaps besides the oddly named Erypt region), the items presented in this article could easily be relics of the setting's many faiths. Of course, the magic items presented in this article don't need to be associated with any deity, and you should feel free to place them anywhere in your game or have your spellcasting character make them.

Anubis: Judge of the dead, this lawful neutral deity appears as a man with a jackal head and tail.

Apep: Apep is a neutral evil demigod of snakes and fire. He exists only to destroy and is an enemy of all other Pharaonic gods (although Set sometimes allies himself with Apep).

Bast: This chaotic good, cat-headed goddess is the patron of cats and provides protection.

Hathor: Cow-headed goddess of love, dance, fate, and motherhood, Hathor is neutral good.

Imhotep: A mortal raised to godhood, the neutral good Imhotep serves as patron to scientists, architects, and physicians.

Isis: The wife of Osiris and father of Re-Horakhty, the neutral good Isis reigns over fertility, magic, and marriage.

Osiris: Lord of life and death, Osiris is a lawful good god of the harvest, nature, and the underworld.

Re-Horakhty: Ruler of the pantheon, Re-Horakhty is the lawful good, hawk-headed god of the sun.

Set: A chaotic evil deity of death, evil, night, drought, and sandstorms, Set is a jealous and power-hungry god who murdered Osiris (who was revived).

Sobek: The lawful evil, crocodile-headed god of water and river hazards, Sobek's motto is "eat or be eaten."

absorbed by the user. A tattoo then appears surrounding the eye resembling the *eye of Horus*. The user can will the lens back out of her flesh as another full-round action. When the user dies, the eye resurfaces.

Once absorbed, the *eye of Horus* allows its user to *detect evil* at will as a standard action. In addition, the user may cast *protection from evil*, *disguise self*, and *misdirection*, each once per day and only on himself.

Faint divination; CL 3rd; Craft Wondrous Item, *detect evil*, *disguise self*, *misdirection*, *protection from evil*; Price 13,200 gp; Weight —.

KEEPER'S GUIDE

Clerics of Osiris often place traps in the tombs of dead nobles to protect their treasures and bodies from grave robbers. Eventually, the clerics need to return to these tombs to bury the next generation of nobles and their belongings. Since the knowledge of the exact location of every trap can be forgotten (and cannot be written down for fear of theft), the clerics created the *keeper's guide* to help them. The *keeper's guide* is a ring made of solid turquoise with a single lapis lazuli stone set in it. This ring grants the wearer the ability to find traps as a rogue and a +3 insight bonus on all Search checks to find traps.

Moderate divination; CL 6th; Forge Ring, *find traps*; Price 24,000 gp; Weight 1 lb.

RIVER SANDALS

Created by followers of Set and Sobek to better infiltrate and spy on the other churches, *river sandals* leave no footprints on any surface, making the wearer unable to be tracked as if affected by the spell *pass without trace* (except that the wearer can still be tracked by scent). The wearer can also walk across the surface of liquids, as per *water walk*.

Moderate transmutation; CL 5th; Craft Wondrous Item, *water walk*, *pass without a trace*; Price 47,000 gp; Weight 1 lb.

ROBE OF THE BURNING SERPENT

Clerics of Apep use white robes with depictions of flaming serpents

to identify and reward the serpent god's faithful followers. The *robe of the burning serpent* looks like such a robe, but the serpents are woven with golden thread. Once per day, the wearer can change herself into a yuan-ti abomination per the *polymorph* spell for 10 minutes.

Robes of the burning serpent are created only for the most devout servants of Apep and punish any unfaithful who try to wear them. If a person of good alignment dons the robe, she takes 1d4+10 points of fire damage every round until the robe is removed. If a person of evil alignment wears the robe, the flaming serpents glow briefly, signifying to others that she is indeed a true follower of Apep.

Moderate transmutation; CL 10th; Craft Wondrous Item, *polymorph*, *fire trap*, creator must be of evil alignment; Price 40,000 gp; Weight 1 lb.

SAND OF SET

A small black bag with pictures of entwined snakes woven into the fabric contains the *sand of Set*. Clerics sift through piles of sand and chose only the finest, darkest sand to bless in the name of Set. When a user tosses a handful of the *sand of Set* onto the ground within 5 feet of herself, 1d4+1 medium vipers (see the *Monster Manual*) appear to follow their creator's mental commands. The vipers remain for 7 rounds or until destroyed. The bag contains enough sand for three uses.

Moderate conjuration; CL 7th; Craft Wondrous Item, *summon nature's ally IV*; Price 4,200 gp; Weight —.

SCARAB CHARM

A turquoise scarab set in silver, this oval charm measures about 3 inches in length. A *scarab charm* is a thrown weapon that may target a specific creature or 5-foot square and has a range increment of 10 feet. Upon impact, the charm creates a swarm of scarab beetles (use the locust swarm entry on page 239 the *Monster Manual*). The swarm immediately attacks the closest tar-

get, friend or foe, and remains for 3 rounds or until dispersed. If two targets are equal distance from the swarm, the user may choose which target the swarm attacks. The charm is destroyed once used.

Faint conjuration; CL 3rd; Craft Wondrous Item, *summon swarm*; Price 300 gp; Weight —.

SCORPION BRACERS

Scorpion bracers are made from the shells of giant desert scorpions. Clerics of Set use ancient ceremonies to magically infuse these bracers with power, giving the wearer a +5 resistance bonus on Fortitude saves against all poisons.

Moderate abjuration; CL 10th; Craft Wondrous Item, *resistance*; Price 3,000 gp; Weight 1 lb.

TIARA OF BAST

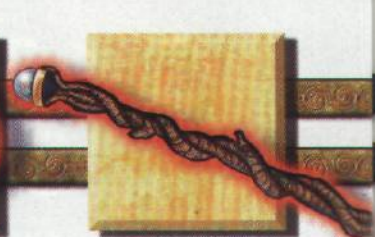
Gold headpieces with various sizes of inlaid carnelian stones, these tiaras allow clerics of Bast to keep watch over her domain. When someone of good alignment wears the tiara, he can speak with any feline animal as if having cast *speak with animals*. In addition, once per day the user may influence a feline animal as per the spell *charm animal*.

Faint enchantment; CL 3rd; Craft Wondrous Item, *charm animal*, *speak with animals*; Price 8,000 gp; Weight —.

VESTMENT OF JUDGMENT

A vestment created in the name of Anubis, *vestments of judgment* are black with gold trim and depict in gold thread the scales of judgment on the front and two jackals facing away from each other on the back. After a person of good alignment wears the vestment for thirty days, she is able to use it to cast *true resurrection* once per month. If a person of evil alignment dons the vestment, he must make a DC 16 Fortitude save each round or contract mummy rot (see page 190 in the *Monster Manual*).

Strong conjuration; CL 17th; Create Wondrous Item, *true resurrection*, *contagion*, creator must be of good alignment; Price 95,000 gp; Weight 1 lb. ■



SILICON SORCERY

by Clifford Horowitz • illustrated by Christina Wald

HEROES

OF MIGHT AND MAGIC IV

{ MAGIC ITEM SETS }

Heroes of Might and Magic IV unabashedly indulges itself in tongue-in-cheek fantasy. Genies disappear into Aladdin-style lamps when slain, vampires cry “bluh” in battle, and your heroes sport names such as Bohb the Archmage and Dogwaddle the Barbarian. Much like many strategy games, you must build up your home base and assemble armies of ever better troops, but the difference lies in the oddly named heroes. The power of massed troops is undeniable, but it simply doesn't compare to a single man strutting up to a horde of dragons and killing three or more with a single swing of his mighty hammer. Heroes are the true meat of this game.

The expansion pack, *A Gathering Storm*, finds five such heroes faced with the menace of the wizard/druid Hexis, who is conjuring magic so powerful that it forms a storm that threatens the land. The five set out on their own quests to recover artifacts that together grant them the power to defeat the mad druid. These are not simply powerful items however; they are sets with complimentary enchantments that grow stronger when brought together. A sampling of these major artifacts is presented here for use in your campaign.

Each group of complimentary artifacts is presented as a set. When a creature possesses more than one item in a set, each item grows in power with each other item possessed, providing greater benefit to the possessor.

ARCHMAGE'S APPAREL

An archmage—a true archmage—is a rarity. The archmage strives to be as good in all schools as a specialist is in his one field. He does not heed the siren call to quick power by specializing, as that would cut him off from certain aspects of magic. The *Archmage's Apparel* embodies this all-encompassing view but shifts its focus. Instead of focusing on the schools of magic, these items each focus on one race's outlook on wizardry. Together

these items don't grant an understanding of all magical schools but lace the bearer's magic with flavor from many races. There are five items in the *Archmage's Apparel*.

WAYFARER BOOTS

The *Wayfarer Boots* are stout boots of thick, hard leather with a robust trim of fur. These boots embody the tough brand of magic that orc wizards practice. Orc wizards might study spells instead of the double-axe, but their society requires them to be tougher than spellcasters of other races.

Movement: The boots increase the wearer's base movement rate by 10 feet as long as he wears nothing heavier than medium armor and does not carry a heavy load.

Archmage's Apparel

Pieces Possessed

- 1
- 2
- 3
- 4
- 5

Wayfarer Boots

Powers

- +10 feet movement, +4 to Concentration checks
- +10 feet movement, +8 to Concentration checks, +2 to Fortitude saves vs. magic
- +10 feet movement, +12 to Concentration checks, +4 to Fortitude saves vs. magic, Spellcasting DR 5/-
- +10 feet movement, +16 to Concentration checks, +6 to Fortitude saves vs. magic, Spellcasting DR 10/-
- +10 feet movement, +20 to Concentration checks, +8 to Fortitude saves vs. magic, Spellcasting DR 15/-





Concentration: This is the competence bonus applied to any Concentration checks the wearer makes while wearing the boots.

Fortitude: This bonus applies only to resisting spells and magical effects. So while the bonus would be effective against *contagion*, the boots would not aid the wearer against poison (unless that poison was magical).

Spellcasting DR: On the action a spellcaster wearing these boots casts a spell, he is granted the listed damage reduction. This applies only for the action during which he casts a spell, but is very effective against ready actions waiting to disrupt spellcasting.

ARCHMAGE'S HAT

The *Archmage's Hat* sports a fashion so stereotypical that almost none use it anymore. A tall cone of a hat, this blue felt cap is speckled with large golden stars. Despite its ridiculous appearance, however, the power within remains undeniable. Containing an unquenchable thirst for knowledge and a fierce passion to achieve, the *Archmage's Hat* embodies the human essence.

Intelligence: The *Archmage's Hat* adds this enhancement bonus to the wearer's Intelligence.

Skill Pool: The skill pool is a reflection of the amazing learning capacity of humanity. This is a pool of skill ranks that is based on the wearer's (enhanced) Intelligence modifier, and it refreshes every day. The wearer may assign these skill ranks to any skill as a free action,

Archmage's Apparel Pieces Possessed

- 1
- 2
- 3
- 4
- 5

Angelfeather Cloak Powers

- +2 deflection bonus to AC, deep pockets (type I), quill
- +4 deflection bonus to AC, deep pockets (type II) quill, SR (Int modifier \times 3)
- +6 deflection bonus to AC, deep pockets (type III), quill, spell resistance (Int modifier \times 3), material substitution
- +8 deflection bonus to AC, deep pockets (type IV), quill, spell resistance (Int modifier \times 4), material substitution
- +10 deflection bonus to AC, deep pockets (type IV), quill, spell resistance (Int modifier \times 5), material substitution, greater substitution



including cross-class skills, and use the modified skill rank for one skill check. The wearer must still pay the normal cross-class costs but must treat a skill as cross-class only if it fails to appear on any of his classes' skill lists. Skill pool points assigned can exceed the character's normal maximum ranks. Ranks disappear after one use.

Mental Might: By taking a full-round action to cast a spell, a wizard wearing this hat may apply the full might of his mind, applying 150% or 200% of his Intelligence modifier to the DC of a spell (instead of simply adding his Intelligence modifier). Note that a spellcaster that uses an attribute other than Intelligence to power his spells (such as a bard or sorcerer) wearing the *Archmage's Hat* gains no benefit from this power.

ANGELFEATHER CLOAK

None know if the *Angelfeather Cloak* is truly made of angel's feathers, but it

certainly looks the part. A large, flowing garment woven entirely from thick white feathers, the cloak sprouts a pair of peaks near the shoulders, making it seem more like a pair of wings when worn open. Embodying the halfling love of travel and discovery, the cloak tries to impart some of that freedom to its wearer by letting her travel light.

Deflection Bonus: The bonus granted to armor class is a deflection bonus that increases with each item of *Archmage Apparel* worn.

Deep Pockets: The cloak has a pair of interior pockets sewn inside it. Each of these pockets functions as a *bag of holding* of the type noted in the chart above.

Quill: A wizard on the road has many things to worry about; finding a writing instrument should not be one of them. Anyone wearing the cloak may pluck a feather from it and use it as a quill that supplies a never-ending supply of ink. This quill only functions for the person wearing the cloak. The cloak is able to provide a limitless supply of quills for this ability.

Spell Resistance: The cloak discovers within its wearer the power to resist hostile magic, granting him spell resistance based on his Intelligence modifier.

Material Substitution: To ease the hassle of managing spell components, the wearer of the cloak can transform a plucked feather into the material components for any spell being cast, as long as the components cost no more than 1 gp. This ability only works for the person wearing the cloak; he can-

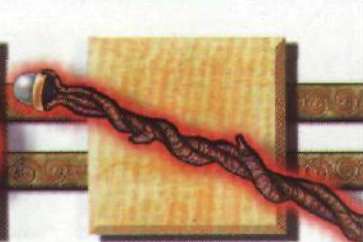
Archmage's Apparel Pieces Possessed

- 1
- 2
- 3
- 4
- 5

Archmage's Hat Powers

- +2 enhancement bonus to Intelligence, skill pool (Int bonus \times 2)
- +2 enhancement bonus to Intelligence, mental might (150% Intelligence bonus to spell DC), skill pool (Int bonus \times 4)
- +4 enhancement bonus to Intelligence, mental might (150% Intelligence bonus to spell DC), skill pool (Int bonus \times 6)
- +4 enhancement bonus to Intelligence, mental might (200% Intelligence bonus to spell DC), skill pool (Int bonus \times 8)
- +6 enhancement bonus to Intelligence, mental might (200% Intelligence bonus to spell DC), skill pool (Int bonus \times 10)





not provide components to other spellcasters. The cloak is able to provide a limitless supply of quills for this ability.

Greater Substitution: The cloak can now provide material components for any spell, regardless of the cost. However, rarer and more valuable components are more difficult to produce, and take a toll on the wizard summoning them. For every 10 gp worth of components summoned, or fraction thereof, the caster suffers 1 point of nonlethal damage. Because the cloak's feather transforms into the needed component only in the midst of casting, valuable materials cannot be summoned and then sold or used for any purpose other than as a spell's material component. If the wizard does not complete the spell for whatever reason, the materials revert to feathers, but the nonlethal damage caused by the cloak's use remains. The cloak is able to provide a limitless supply of quills for this ability.

RING OF FLARES

The *Ring of Flares* is an intricately crafted band of interwoven ruby and gold, all arranged in overlapping starburst patterns. Its craftsmanship is peerless, and the magically skilled can sense its interlocking magical matrixes crafted with equal amounts of skill. The intricacy of both the ring's physical makeup and its enchantments embody the dwarven love of fine craftsmanship and their unique way of approaching magic like metal—as something to be shaped.

Spell Storing: The *Ring of Flares* can store spells just as a *ring of spell storing*, holding 10 levels worth of spells per item of the apparel collected.

Spell Crafting: In addition to storing

Archmage's Apparel

Pieces Possessed

- 1
- 2
- 3
- 4
- 5

Staff of Disruption

Powers

- Lingering distractions -2
- Lingering distractions -2, scramble magic (Spell level x 2)
- Lingering distractions -4, scramble magic (Spell level x 2)
- Lingering distractions -4, scramble magic (Spell level x 5)
- Lingering distractions -6, scramble magic (Spell level x 5)

spells, the ring can also hold the tools of magical manipulation: metamagic feats. A wizard may store any metamagic feat he knows in the ring. Each feat takes up a number of spell slots equal to three times its level adjustment, but thereafter applies to every spell stored within the ring, without adjusting the spell level.

Feats stored in this manner can be removed from the ring and replaced with a spell or another feat at any time. When the wearer loses apparel and thus loses levels of stored spells, he may choose which spells or feats are lost until the ring stores an appropriate amount of levels.

STAFF OF DISRUPTION

Six slightly twisted feet of oak topped with a golden band and a small, clear crystal, the *Staff of Disruption* stands out only in how typical it appears. This staff's appearance is deceiving, however, as would only be appropriate for an artifact forged by gnomes.

Lingering Distractions: Any time the staff's wielder casts a spell with the target entry, the wielder can force the target to make an additional Will save with the same DC as the spell cast. For spells that do not normally allow saves, calculate the DC according to the level of spell cast. Failing this save fills the target's mind with a continual stream of phantom images and sounds,

almost as if he were daydreaming. This disrupts concentration and erodes the will, imposing the noted penalty against all Concentration checks and Will saves. Additionally, affected spellcasters must make a Concentration check (DC of 15 + spell level) each time they cast a spell or lose the spell. The penalty lasts a number of rounds equal to the wielder's Intelligence bonus (minimum 1 round). This is a mind-affecting phantasm effect. This power has no effect on creatures that successfully resist the spell using spell resistance. Those who succeed in a standard saving throw against the original spell still must succeed in the Will save against this effect to resist, however.

Scramble Magic: In addition to lacking the wielder's spells with illusory side effects, the *Staff of Disruption* can transform spell energy into sheer distraction. The wielder must place a spell into the staff. This can be any spell the wielder can cast, but it must be cast by the wielder, not a scroll or surrogate caster. The staff can hold one spell of any level per item of the apparel collected.

Once so charged, the wielder need only make a touch attack with the staff against an opponent to loose the energy within. On a successful strike, the staff discharges the transformed magic and attempts to scramble the target's natural resistances, lowering its spell resistance or elemental resistance by 2 or 5 points per level of spell stored within the staff. These effects last for one day, but the target creature can resist with a Will save. The DC of this save is as if saving against a spell of the same level that powers the staff's attack. Spell resistance does not apply to this attack.

Archmage's Apparel

Pieces Possessed

- 1
- 2
- 3
- 4
- 5

Ring of Flares

Powers

- Spell storing (10 levels), spell crafting
- Spell storing (20 levels), spell crafting
- Spell storing (30 levels), spell crafting
- Spell storing (40 levels), spell crafting
- Spell storing (50 levels), spell crafting





If the target has multiple resistances, the wielder chooses which one he wishes to reduce. He can only target a single resistance per strike; the reduction cannot be split. Immunity is too strong to be overcome by this power.

Sorcerer's Regalia Pieces Possessed

- 1
- 2
- 3

Scales of Ice Powers

Extra spell slots (Charisma bonus x 2)
Extra spell slots (Charisma bonus x 3)
Extra spell slots (Charisma bonus x 4),
protection from chaos



SORCERER'S REGALIA

Wizards are known for their props. Few can picture a wizard without a staff, magical robe, and crystal ball. For a wizard, this only makes sense; their study of spellbooks and magical theory leads them to study other magical devices as well.

Yet sorcerers are different. Their magic is in the blood, not the book. Sorcerers understand their magic by living it, not studying it. And the artifacts of power dedicated to their brand of magic reflect this more instinctual bent. The *Sorcerer's Regalia* is not a wardrobe of forged and woven magical paraphernalia, but the raw essence of magic given form and substance. The three items in this set are not the product of understanding magic; they are magic.

FLAME OF CHAOS

The *Flame of Chaos* is an ever-burning puff of sheer radiance. No larger than the size of a man's hand, this brilliant flame dances too frenetically for normal fire and blasts through all the colors of the spectrum with unbound intensity.

When found, it typically rests in a brazier of some kind, but reports never agree on what this container looks like. Some claim it is a stout iron censor with thick chains; others say it burns within a lantern.

The *Flame of Chaos* is the embodiment of magical power, a small portion

of the energy that fuels arcane magic, condensed and contained.

Random Metamagic: To use the flame, a sorcerer must wield it in hand and take a full-round action to cast a spell. The flame adds different metamagic feats at random to a spell depending on how many items of the regalia the caster possesses. Metamagic feats granted by the *Flame of Chaos* that cannot be applied to the spell being cast have no effect on the spell. If this means that the use of the *Flame* has no effect on the spell at all, the *Flame* is still considered used for the day.

Without the *Necklace of Balance*, a caster can only use either the *Flame of Chaos* or the *Scales of Ice* on any given day: Once one item is used, the other will not function for that sorcerer until the following day. Each item still benefits from the other's presence for purposes of determining power level however.

Protection from Law: When a sorcerer bears all three artifacts of the *Sorcerer's Regalia*, the sorcerer gains a permanent *protection from law* effect as per the spell cast by a 20th-level caster.

SCALES OF ICE

The *Scales of Ice* appear to be an ice sculpture of a small balance. However, it is no mere sculpture; the deposit is a

fully functioning scale. Its trays swing on perfectly flexible ice chains, and its arms tip with the slightest weight. Ice slides along ice without friction.

Until it is first used, and thus attuned to a new wielder, the *Scales of Ice* radiate a bitter, biting cold. They are uncomfortable to be near, and nearly unbearable to hold. However, once its magic joins with that of a wielder, its iciness subsides and becomes soothingly cool.

Extra Spell Slots: To use the scales, a sorcerer must wield it in hand and take a full-round action to cast a spell. The scales carefully measure the amount of magical energy used while casting a spell, determining the absolute minimum needed to power the effect and preventing any magical waste. This increases the efficiency of the caster's spells, effectively granting him extra spell slots.

When used, the scales grant an additional number of spell slots. The sorcerer's Charisma modifier determines the number of extra slots. These extra spell slots are available only while casting with the scales in hand. Spell slots can be combined to cast higher level spells (if the sorcerer knows and can cast them). For instance, a sorcerer with 10 extra slots and access to 5th-level spells could cast a 5th-level spell, a 3rd-level spell, and two 1st-level spells (0-level spells count as half a slot). The number of extra slots is renewed each day, and once a sorcerer has used the scales in a day, the scales fail to function for any other sorcerer that might try to use them until the next day.

Without the *Necklace of Balance*, a caster can only use either the *Flame of Chaos* or the *Scales of Ice* on any given day. Once one item is used, the other will not function for that wielder until the following day. Each item still

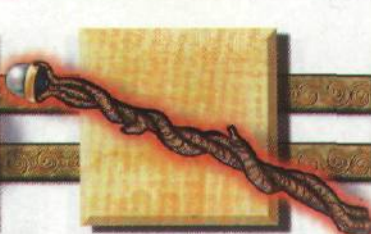
Sorcerer's Regalia Pieces Possessed

- 1
- 2
- 3

Flame of Chaos Powers

Random metamagic (roll 1d4: 1—Enlarge Spell, 2—Extend Spell, 3—Silent Spell, 4—Still Spell)
Random metamagic (roll 1d4: 1—Empower Spell, 2—Heighten Spell [2 levels], 3—Extend Spell and Enlarge Spell, 4—Silent Spell and Still Spell)
Random metamagic (roll 1d4: 1—Maximize Spell, 2—Heighten Spell [3 levels], 3—Empower Spell and Enlarge Spell, 4—Silent Spell, Still Spell, and Extend Spell), protection from law





benefits from the other's presence for purposes of determining power level.

Protection from Chaos: When a sorcerer bears all three artifacts of the sorcerer's regalia, the sorcerer gains a permanent *protection from chaos* effect as per the spell cast by a 20th-level caster.

NECKLACE OF BALANCE

Between blinding light and bitter cold sits the *Necklace of Balance*, an innocuous disk hanging from a simple cord. Its appearance changes from viewer to viewer, and sometimes even viewing to viewing. Some see a yin yang symbol, certain documented accounts describe an intricately carved serpentine dragon, and others claim it is nothing more than a flat gray disk. Its subjective nature makes study difficult, if not impossible, and the sorcerers who obtain it often care more about how to use it than the philosophical nature of its physical structure. Perhaps the most noticeable power the necklace imparts is the ability to use both the *Flame of Chaos* and the *Scales of Ice* simultaneously, benefiting from increased spell efficiency and wild bursts of power. However, the necklace has a few abilities of its own.

Balance: True to its name, the *Necklace of Balance* provides a competence bonus to all Balance checks. This bonus increases with more items of the *Sorcerer's Regalia*.

Will Bonus: In addition to granting physical stability, the necklace grants a balanced mind as well, granting a bonus of +2, +4, or +6 to all Will saves depending on how many items of the regalia the wearer possesses.

Balance Ice and Flame: When a sorcerer possesses all three items of the *Sorcerer's Regalia* and wears the neck-

Bardic Ensemble Pieces Possessed

- 1
- 2
- 3

Harmonic Chain Powers

Magic armor, *dénouement*
Magic armor, *dénouement*, terrifying clatter
Magic armor, *dénouement*, terrifying clatter, spell interruption



lace, she can use both the *Scales of Ice* and *Flame of Chaos* each once per day.

BARDIC ENSEMBLE

When one thinks of mighty magic, few think of the bard, and this is for good reason. Not only do bards lack the depth of magical knowledge and power of the more focused wizard or sorcerer but also the power they do wield is often subtler in nature. Rather than throwing a tempest of fire into the midst of the charging enemy, the bard is more likely to sing out about heroes of old and lend strength to all who hear his voice. Although no less effective, bardic power is more often the conveyance of great deeds, rather than the subject.

It is for this reason that the *Bardic Ensemble* is less widely known than other collections of artifacts. Those that bore these items in the past did more to propagate the tales of others than build their own names. Still, the abilities of bards who possessed all three portions of the ensemble were often too great to be ignored or overlooked, and these items have written their way into history without the aid of someone to sing their praises.

HARMONIC CHAIN

As befitting an item of bards, the *Harmonic Chain* is as much a piece of art as it is useful equipment. A masterfully crafted suit of chainmail, the *Harmonic Chain* is laced through with

groupings of chimes. The links of the armor drip with them, and even the motion of breathing causes them to tap against one another in an ethereal tinkling of bells.

Magic Armor: The *Harmonic Chain* is a +4 chain shirt that imposes a -6 circumstance penalty to all Move Silently checks.

Dénouement: Instead of ending a song and letting its dramatic echo continue to reverberate in the minds of others for a time, the bard can let the ringing of his armor continue the melody, letting it fade out gradually, and extending the effects of his music. With this power, the effects of a bard's bardic music last an additional 3 rounds after the bard stops singing.

Terrifying Clatter: The chimes clang together frightfully when the bard is struck by an enemy, striking grating chords that reverberate in the backs of the eyes and inside teeth. Anytime the bard is hit by a melee or ranged weapon while flat-footed, fighting defensively, using the Combat Expertise feat, or using the total defense action it causes such a din that all foes within 30 feet must succeed at a Will save (DC 10 + the wearer's bard class level + Charisma modifier) or suffer a -3 morale penalty to all attack and damage rolls until the end of the combat. This is a sonic, mind-affecting attack.

Spell Interruption: Whenever the bard uses his countersong ability, the chimes in the armor add a powerful harmony that disrupts all spellcasters within 30 feet. While friendly targets may still replace their saving throws with the bard's Perform check, hostile spellcasters attempting to cast a spell must make a Concentration check that exceeds the bard's Perform check or lose the spell.

Sorcerer's Regalia Pieces Possessed

- 1
- 2
- 3

Necklace of Balance Powers

Balance (+4 competence bonus), +2 bonus to Will saves
Balance (+8 competence bonus), +4 bonus to Will saves
Balance (+12 competence bonus), +6 bonus to Will saves, balance ice and flame





Bardic Ensemble Pieces Possessed

- | | |
|---|---|
| 1 | Accumulated lore |
| 2 | Accumulated lore, creative combat (2 feats) |
| 3 | Accumulated lore, creative combat (5 feats) |


Harmonic Chain Powers

- | | |
|---|---|
| 1 | Accumulated lore |
| 2 | Accumulated lore, creative combat (2 feats) |
| 3 | Accumulated lore, creative combat (5 feats) |



ment ability of the *Harmonic Chain* so that after the dancing mandolin stops playing, the effects of the bard's bardic music ability continue for another 3 rounds.

Heartstrings: *Aiffe's Mandolin* can inspire comrades in much the same way she was inspired by the music she performed in battle. By expending one of his bardic music performances, the bard may grant all allies within a 30-foot radius who can hear him a variable bonus that lasts for as long as the bard performs.

This bonus is a pool of points equal to the bard's Charisma bonus multiplied by the number of items of the ensemble he wields (one, two, or three). These points may be allocated as a single morale bonus or several morale bonuses to be added to any allies' attack rolls, damage rolls, AC, or any kind of saving throws. The bonus can be split and distributed across any of these areas in any combination, and may be shifted from round to round. 

NECKLACE OF MUSES

This necklace is a large and elaborate piece of jewelry. Its fine chain links are each intricately carved with stories portrayed in pictograph, and many of the charms that hang from it are hollow and filled with small scrolls of stories and songs. Perhaps the most valued thing the necklace holds is inspiration. In addition to gut-bursting comedies, heart-rending tragedies, and the most inspiring of epics, the necklace is rumored to hold the essence of story crafting itself, and bards who have worn it swear that the fire of creation burns more fiercely and more often when the necklace hangs from their necks.

Accumulated Lore: Legends say that each bard who has worn the *Necklace of Muses* compiled his greatest works and placed them within a new charm on the necklace. Thus, the necklace holds generations of masterpieces on countless subjects. This grants the bard a +10 competence bonus on all bardic knowledge checks.

Creative Combat: One of the marks of a great entertainer is the ability to read an audience and cater the show to those attending. With the *Necklace of Muses*, a bard may apply this skill to the battlefield. When using the inspire greatness bardic ability, the bard may elect to grant the target phantom feats. These feats can be any that the bard wishes and the target qualifies for.

perfectly with her music, with strikes coming harder on crescendos, and parries light and airy on giddy refrains. She could not fight silently, for every move she made was fuelled by music-stoked passion.

Some found her irreverent, others enchanting. One of the latter crafted for her the mandolin that bears her name today. Accounts vary on whether this wizard also created the other items of the *Bardic Ensemble*, but the story of Aiffe and her mandolin continue to drift through the generations unchallenged.

Dancing: When using any bardic music ability that has a duration limited by the length of the music itself, *Aiffe's Mandolin* may continue playing while the bard takes other actions. While playing itself, the mandolin hovers beside the bard; it cannot be left behind. In order to set the mandolin to dancing, the bard must first play it for 3 rounds. After that, he may set it lose as a free action, and it continues to play for 3 rounds plus the bard's Charisma modifier. With two items of the ensemble, the bard need play the mandolin for only 2 rounds before it dances, and it remains animated for 4 rounds plus the bard's Charisma modifier. With all three collected, the mandolin dances after a single round of play and remain animated for 5 rounds plus the bard's Charisma modifier. This combines with the *dénoue-*

AIFFE'S MANDOLIN

Aiffe liked to call herself a bladesinger. Traditionalist elves scoffed at her, for she never studied wizardry, but it was a claim she maintained throughout the many centuries of her life. The elven woman was a bard who melded the passion of her music with that of the fight. Her sword technique blended

Bardic Ensemble Pieces Possessed

- | | |
|---|--|
| 1 | Dancing (3 rounds + Charisma bonus), heartstrings (Charisma) |
| 2 | Dancing (4 rounds + Charisma bonus), heartstrings (Charisma x 2) |
| 3 | Dancing (5 rounds + Charisma bonus), heartstrings (Charisma x 3) |

Aiffe's Mandolin Powers



by Timothy T. Murphy • illustrated by John Gallagher

INSIDIOUS ITEMS



Magic items. Heroes of so many worlds rely upon them. Rings, potions, weapons, armor, and countless other trinkets provide these adventurers with the means to survive against incredible odds. Heroes rely upon magic items because such treasures are so reliable. Spellcasters have so finely tuned the art and craft behind their creation that few think twice before using an enchanted sword taken from the battlefield. Certainly, crafters sometimes make mistakes, but more often a faulty item turned out exactly as its crafter intended: warped and cursed.

ARROW OF BURSTING

This arrow's shaft has numerous shallow carvings of flames running from its black, wrought-iron tip to its red, orange, and yellow fletching. Disguised by a *Nystul's magic aura* to appear as a +1 arrow (DC 11 Will save to disbelieve, if you cast *identify* on it), this arrow explodes in a fiery burst when nocked and drawn, burning the archer and cutting the bowstring. It deals 2d6 points of fire damage (DC 18 Reflex save for half). Failing the save snaps the bowstring, which must be replaced. A severed bowstring requires 1 round to replace.

Faint evocation; CL 5th; Craft Magic Arms and Armor, *burning hands*, *Nystul's magic aura*; Price 100 gp; Weight —.

GHOST MANTLE

An old gray cloak, tattered and musty, the *ghost mantle* bears a clasp in the form of an elongated, screaming ghostly face. The mantle grants its wearer many of the qualities and abilities of a ghost.

Once the clasp is done, the wearer (and all of his equipment) becomes incorporeal. He also gains the manifestation ability, horrific appearance, and corrupting touch attack, as per

the ghost template (see page 117 of the *Monster Manual*). The *ghost mantle's* wearer also gains the same immunity to effects that require Fort saves as a creature with the undead type. In exchange for this power, though, the mantle slowly feeds off of the wearer's life force.

Immediately upon donning the *ghost mantle* the wearer suffers 1 point of Constitution drain, and he takes an additional 1 point of Constitution drain every round thereafter until slain or he removes the mantle. The mantle hides this damage from the wearer, although he can make a DC 20 Wisdom check to realize this weakening. If the wearer's Constitution score reaches

0 while wearing the *ghost mantle* (whether from the mantle's drain effect or from another source), the *ghost mantle* immediately teleports 1d100 miles in a random direction (it never appears within a solid object). An hour later, the slain wearer becomes a chaotic evil ghost who cannot be laid to rest until the cloak is destroyed.

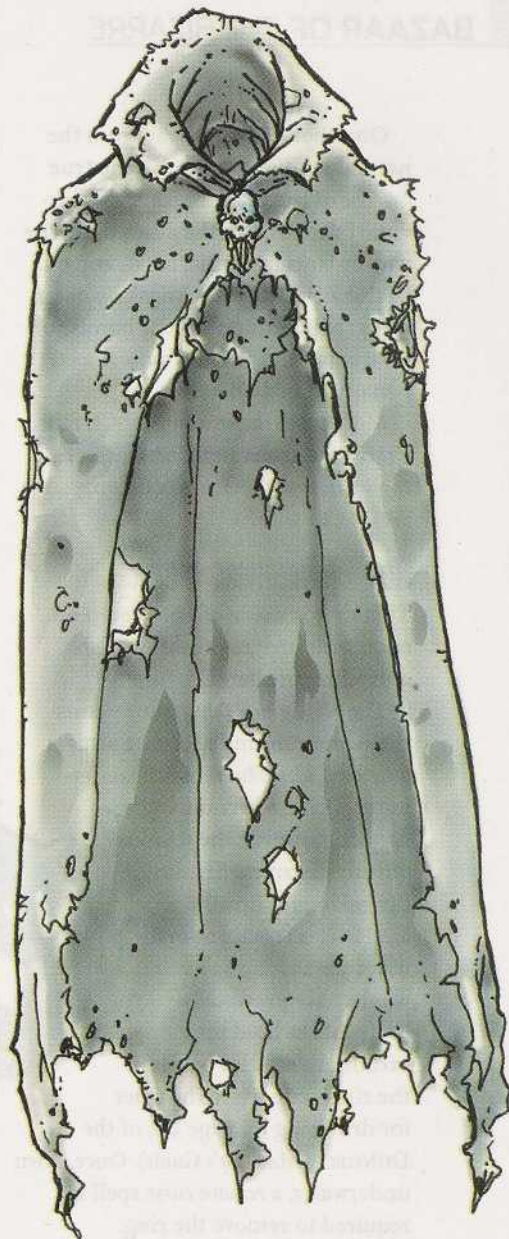
Strong necromancy and transmutation; CL 17th; Craft Wondrous Item; *create greater undead*; Price 100,000 gp; Weight 3 lb.

MASK OF THE SUN'S RADIANCE

A beautiful mask sewn together from the petals of brightly colored flowers, this item surrounds its wearer's face with a

feathery sunburst.

When first donned the mask simply surrounds the wearer's face, molding slightly to fit comfortably.



The wearer can still remove the mask simply by pulling it away until the sun's rays alight upon it. Once the sun touches it, the mask bonds with the wearer's face, becoming a part of it, and can only be removed with a successful *break enchantment*, *miracle*, *remove curse*, or *wish*. Any attempt to remove the bonded mask other than casting the aforementioned spells deals 1d6 points of damage to the wearer.

Once the mask has bonded to his face, whenever the wearer is in natural sunlight the mask seems to draw in the sun's power. This fills the wearer with a sensation of warmth, fulfillment, and personal strength, granting a +4 enhancement bonus to Charisma.



Once bonded and away from the natural sunlight, however, the true horror of the mask becomes apparent. If deprived of the sun's light, the wearer feels lethargic, tired, and old. In this condition, the mask's wearer loses the +4 enhancement bonus to Charisma, and instead suffers a -6 penalty to her Charisma.

Moderate transmutation; CL 8th; Craft Wondrous Item, *bestow curse*, *eagle's splendor*; Price 10,000 gp; Weight 1 lb.

RING OF BREATHING WATER

This ring is made of polished pink coral with images of leaping fish encircling the band.

The *ring of breathing water* grants the wearer unlimited use of *water breathing* while he remains underwater. Upon returning to the surface, however, the wearer quickly discovers that he can no longer breathe air. He can remain above water for as long as he would have previously been able to hold his breath underwater before the ring's curse (see the rules for drowning on page 304 of the *DUNGEON MASTER'S Guide*). Once worn underwater, a *remove curse* spell is required to remove the ring.

Moderate transmutation; CL 12th; Forge Ring, *freedom of movement*, *water breathing*; Price 6,000 gp; Weight —.

ROD OF ANIMATED DEAD

Made of a humanoid femur, this rod bears a skeletal hand at one end, the fingers grasping the end with the rod pressed into the hand's palm. A *rod of animated dead* allows the wielder to cast *animate dead*, affecting all corpses within a 30-foot burst, centered on the rod's bearer, up to five times per day. With each activation the rod animates up to 10 Hit Dice of skeletons or zombies, beginning with those corpses closest to the rod's wielder.

Unfortunately for the wielder, undead animated using the rod are not under his control and

immediately attack any living creature nearby—with the wielder of the rod attacked in preference over all other targets. Rod-animated undead otherwise act as normal undead.

Moderate Necromancy; CL 5th; Craft Rod, *animate dead*; Price 24,000 gp; Weight 2 lb.

ROD OF DELUSIONS

This rod looks exactly like a *rod of enemy detection*, and any attempt to determine its nature reveals it as such. The rod even tangentially acts as a *rod of enemy detection*, pulsing and



pointing in the direction of creatures

hostile to its bearer.

However, when the wielder concentrates for a full round in an attempt to pinpoint an enemy or learn how many enemies are nearby, the *rod of delusions* reveals its true nature. At the end of the full-round action the wielder must succeed at a DC 19 Will save or become delusional. A delusional character perceives numerous enemies around her. Ghosts linger just beyond the walls, illusionists whisper spells of deceit just around the corner, and worst of all, doppelgangers impersonate her fellow adventurers! These delusions cause a wielder who fails her Will save to attack the creatures nearest to her, typically her allies. She continues to attack nearby creatures until either they are all killed, she falls unconscious (or is killed), or all visible targets leave her line of sight.

At that time she becomes fatigued and breaks free of the delusions, realizing with horror what she has done.

In combat, the *rod of delusions* functions as a +1 *light mace*. If under the effects of the rod's delusions, the wielder uses it in combat to attack nearby targets even if she has a better weapon or has no proficiency with a mace.

Strong enchantment; CL: 10th; Craft Rod, *confusion*, *true seeing*; Price 20,000 gp; Weight 4 lb.

SINGING IOUN STONE

Specifically designed to slowly render spellcasters powerless, this stone is disguised to look like any other known ioun stone. When set in

orbit about the head, the user hears twenty drunken voices loudly singing a bawdy drinking song over and over again, a cacophony only he can hear. The mental chorus is enough to disrupt the concentration of even the most resolute spellcaster. When attempting to cast a spell the victim must first succeed at a Concentration check (DC 20 + spell level). If the victim fails this Concentration check, he automatically loses the spell he was casting. Attempts to use a skill not based on Strength or Constitution increases the DC of the skill check by +10, due to the constant distraction. The victim cannot take 10 or take 20 on any skill while under the effect of this item.

Dispel magic and *protection from evil* suppress the song for 1 minute per caster level. The song otherwise rolls on endlessly in the victim's mind, even during sleep. Because of this constant noise, anyone afflicted with a *singing ioun stone* must succeed at a DC 16 Fortitude save in order to get any rest. If he fails that save he gets no rest and can neither prepare new spells nor regain spell slots.

Attempts to remove the stone by physical force cause the stone to freeze in place and emit a piercing wail that deals 1d6 points of sonic damage to

every creature within 30 feet and deals 1d6 points of Intelligence damage to the stone's victim. A *break enchantment*, *miracle*, *remove curse*, or *wish* spell allows for the safe removal of the stone.

Moderate evocation; CL 12th; Craft Wondrous Item, *shout*; Price 12,000 gp; Weight —.

SPELLBOOK OF DISSOLUTION

When one of these onerous tomes is first found, it appears to be a perfectly normal empty spellbook. A *Nystul's magic aura* spell masks the book's terrible magical secret.

Whenever a wizard scribes a spell into a *spellbook of dissolution*, the spell scribed within becomes unreadable gibberish that even the wizard who scribed it cannot understand. The garbled spells resist any attempt at deciphering them, as if of too high a level for the reader to understand. Decipher Script checks automatically fail, as do any attempts to *read magic*. Even a *wish* cannot reveal what the text means (as it is ultimately magically shrouded complex gibberish).

The garbling process takes 2 hours per level of the spell inscribed (a 0-level spell requires only 1 hour), and begins as soon as the spellbook is closed after the wizard first inscribes the spell. In addition, if the book is left in contact with another spellbook, the spells within the other tome begin to garble at the same rate, beginning with the lowest-level spells first. This process is halted whenever the other spellbook is moved away from the *spellbook of dissolution*.

Moderate transmutation; CL 7th; Create

Wondrous Item, *secret page*; Price 6,250 gp; Weight 3 lb.

WALKING STAFF

Made of ash or oak, this 6-foot-long staff bears carvings of several kinds of animal tracks running its length, as well as other small decorations. One end has a hole drilled through it with a loop of leather passing through the hole. A *walking staff* allows use of the following spells:

- *Freedom of movement* (1 charge)
- *Longstrider* (1 charge)
- *Pass without trace* (1 charge)
- *Find the path* (2 charges)
- *Tree stride* (2 charges)

Recently, *walking staffs* began manifesting a dangerous and sometimes fatal flaw. For reasons even the wisest and most experienced druids don't understand, the forces of nature have taken a disagreeable view to the use of these items. Rumors hint that lightning sometimes strikes those druids who use these staffs too often. Every time the staff's wielder uses one of the staff's spells, there is a 3% per charge cumulative chance that she is struck by a 5d6 *lightning bolt* originating just above her head that strikes only her (DC 14 Reflex save for half). The chance cannot exceed 95%.

Once a *lightning bolt* strikes, the druid's cumulative chance of having

another one strike her is cut in half (but it accumulates as normal). A specific druid's cumulative chance of being struck when using a *walking staff* remains with her, even if she should use a different *walking staff*. For example, a druid uses the staff's *longstrider* spell and has a 3% chance of being immediately struck by lightning. Assuming lightning doesn't strike, when she later uses the staff's *tree stride* ability she then has a 9% chance of being struck (3% carried over + 3% per charge of *tree stride*). If the druid accumulates a 51% chance of being struck before lightning strikes, her cumulative chance of being struck drops to 25%. It then begins to rise again whenever she uses a *walking staff*, even if it is a different one.

Strong varied; CL 12th; Craft Staff, *find the path*, *freedom of movement*, *longstrider*, *pass without trace*, *tree stride*; Price 39,500 gp; Weight 4 lb. ■





The Black Cauldron

by Joshua Cole • illustrated by Tom Fowler



Taran of Caer Dallben, Assistant Pig-Keeper. It might not seem like a very impressive title, but when the pig is Henwen, the foremost oracular animal in Prydain and the property of the land's greatest wizard, Dallben, it means a lot. Especially when said porcine oracle goes missing!

Since his first novel, 1964's *The Book of Three*, Lloyd Alexander has joined C.S. Lewis and J.R.R. Tolkien as war veterans turned innovators of the fantasy genre. Drawing heavily from Welsh mythology, Alexander's best-known work, *The Black Cauldron*, is frequently considered required fantasy reading. The story has also seen memorable adaptations into film and video games—most notably

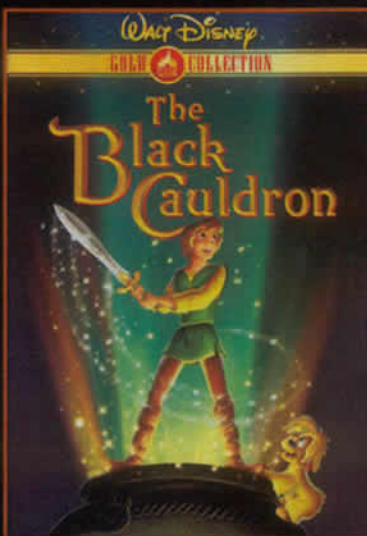
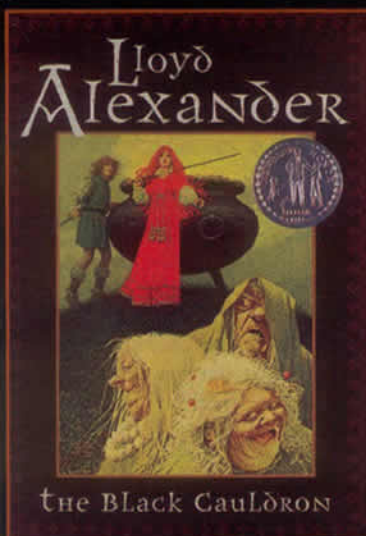
in the form of Disney's 1985 animated movie and memorable video game interpretation. While heroes like Taran, Eilonwy, and Gurgi are beloved characters, many would say that it is Alexander's villains, like Achren, the Horned King, and Arawn Death-Lord, who make his tales most memorable. Yet, among these foul characters, perhaps the vilest of Alexander's creations is none other than the Black Cauldron itself and its deathless spawn, the cauldron-born.

THE CAULDRON OF CORRUPTION

This massive cauldron of black iron appears morbidly decorated, but otherwise relatively ordinary at first glance.

Only a single massive skull enlivens its raw, rough-worked expanse of dark metal, while the ash and decrepitude of ages encrusts its pock-marked surface. Despite this simple and seemingly cast-off appearance, however, any creature looking upon the cauldron feels at some instinctual level the unspeakable evil of the thing.

Sages call this ancient evil the *Cauldron of Corruption*, and with good reason. Almost powerless in its own right, it magnifies the powers of its master to the point that even an inexperienced necromancer might pose a grave threat to entire kingdoms. In the hands of a true lord of the black arts, it could possibly bring about the end of a civilization.



The Black Cauldron In Your Game

DUNGEONS & DRAGONS players should find many familiar elements in the Prydain Chronicles. Amid the rolling hills and deep forests of Prydain, Taran and company encounter numerous staples of most D&D games: undead foes, a druidlike animal keeper, bardic knowledge, and a plethora of magic items and spells.

Players who favor bards, druids, or paladins in particular should find a wealth of ideas for animal companions, bardic options, codes of conduct, wilderness survival, and virtually any other related topic. This is to say nothing of the inspirational elements Alexander's works provide for other characters, from unlikely heroes to the trials of a variety of nobleborn adventurers.

The Prydain Chronicles can also offer DMs plenty of inspiration for NPCs, both allies and enemies. The various inhabitants of Prydain include several memorable villains and bold—if often flawed—heroes, any of which might easily be adapted into a D&D campaign. Also of considerable interest should be Alexander's themes drawn directly from Welsh mythology, a rich folklore strongly tapped by D&D in the form of banshees, druids, giants, and a host of other magic items and creatures. In fact, Alexander's infamous Black Cauldron itself is directly inspired by the life-restoring cauldron depicted in a tale of Branwyn, daughter of Llyr, in the famous collection of Welsh folklore, the *Mabinogion*.

Perhaps the *Cauldron of Corruption* owes its existence to some ancient necromancer or deity of death. Some suggest that the cauldron claims an even more elemental history, though, being a primal force of undeath that has existed since the world was young, bound eons ago into a prison of iron. None truly know, however, as the mists of time have consumed the artifact's origins, just as the cauldron

has consumed countless lives—perhaps even those of any who might know the truth. Today, the foulest spellcasters, mortal and immortal alike, crave its dark boon.

The *Cauldron of Corruption* is a major artifact. To make use of it, a spellcaster must merely be within 5 feet of the cauldron for the entire casting time of the spell he wishes it to affect. Being that the cauldron

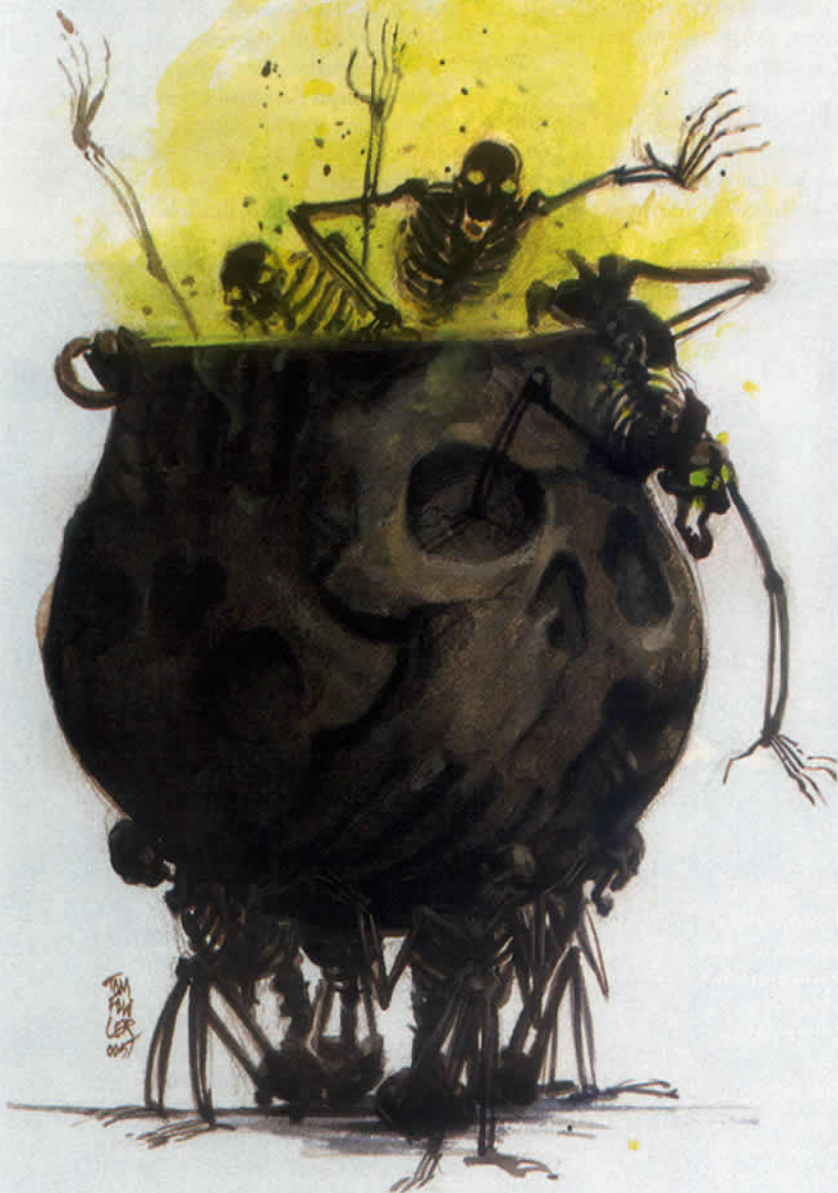
is approximately 9 feet in diameter, taking up a 10-foot square, up to twelve spellcasters could crowd around and make use of the cauldron. Any spell with the evil or death descriptor, or of the necromancy school, gains the benefits of the Maximize Spell feat and is treated as if the caster were 5 levels higher than his actual level.

The *Cauldron of Corruption*'s true power, however, lies in creating undead creatures. If a corpse is placed within and the spell *animate dead* is cast upon the cauldron, a number of skeletons equal to the user's caster level (after being modified by the cauldron's previously noted abilities) begin crawling out at a rate of one per round. These skeletons are of the type of the creature placed inside. Normally, the number of Hit Dice of undead a caster can control using *animate dead* is restricted to twice his caster level. However, each body placed in the cauldron and animated in this way counts merely as a 1 Hit Dice undead. Casting *animate dead* while within 5 feet of the *Cauldron of Corruption* also negates the need for the usual material components.

Additionally, if bodies are placed within the cauldron and no spell is cast, 3 rounds later they arise as cauldron spawn (see the cauldron spawn template). A single Large corpse, two Medium corpses or four Small or smaller corpses fit inside the cauldron. Cauldron spawn are under the control of the creature that placed the bodies into the cauldron. Each cauldron spawn counts its full Hit Dice toward the number of undead creatures the creator can control at any one time.

Using the *Cauldron of Corruption* in any way is a decidedly evil act. Any character who uses the cauldron must make a Will save (DC 22 +1 for each previous use of the cauldron) or have his alignment shift one step toward neutral evil.

Destroying the *Cauldron of Corruption* requires an act as selfless as the artifact is depraved. A living being must willingly enter the cauldron



and wish for the cauldron's destruction at the cost of his own life. Such a sacrifice causes the artifact to shatter and destroys all the undead it has ever been used to create.

CAULDRON SPAWN

At first glance, cauldron spawn resemble aged skeletons hung with debris and the remnants of their tired flesh, yet anyone who observes them in battle swiftly realizes that they are something far more. These profanely invigorated undead move with the same ease they did in life and retain many of their former skills. Unlike free-willed undead, cauldron spawn lose their memories and personality. They retain many of the instincts and skills they possessed in life, however, their experiences and prowess enslaved to the *Cauldron of Corruption* and its foul master.

CAULDRON SPAWN

Rotted to all but yellowed bones and tattered sinews, this well armored skeleton looks dried and fragile. Its movements, however, reveal the ease and dexterity of a living creature, leaving no doubt as to the unliving abomination's deadly nature.

This example uses a 4th-level human fighter as the base creature.

CAULDRON SPAWN CR 6

Male human cauldron spawn fighter 4

LE Medium undead (augmented humanoid)

Init +2; Senses Listen +5, Spot +5

AC 21, touch 11, flat-footed 20

hp 26 (4d12 HD) DR 5/—

SR 13

Immune undead traits

Fort +4, Ref +3, Will +2

Spd 20 ft.

Melee mwk longsword +8 (1d8+4/19–20)

Ranged mwk heavy crossbow +7 (1d10/19–20)

Base Atk +4; Grp +6

Atk Options Cleave, Power Attack

Special Atk unnerving presence (DC 13)

Abilities Str 15, Dex 14, Con —, Int 10, Wis 13, Cha 12

SQ born of the cauldron, mindless

Feats Alertness, Combat Reflexes, Cleave, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Intimidate +7 Listen +5, Ride +9, Spot +5

Possessions full plate, heavy steel shield, masterwork longsword, masterwork heavy crossbow, 20 bolts

CREATING A CAULDRON SPAWN

"Cauldron spawn" is an acquired template that can be added to the corpse of any creature that was once a living corporeal creature with an Intelligence of 6 or higher (referred to hereafter as the base creature). Such creatures must be Large or smaller to fit within the *Cauldron of Corruption* and gain this template.

A cauldron spawn uses all the base creature's statistics and abilities except as noted below.

Size and Type: The creature's type changes to undead. Do not recalculate the creature's Hit Dice, base attack bonus, or skill points. The creature gains the augmented subtype if necessary. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: Natural armor bonus changes to a number based on the cauldron born's size.

Size	Bonus
Diminutive, Fine, Tiny	+2
Small	+4
Medium	+6
Large	+8

Attacks: A cauldron spawn retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. A creature with hands gains one claw attack per hand; the cauldron spawn can strike with each of its claw attacks at its full base attack bonus.

Damage: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the cauldron spawn's size. (If the base creature already had claw attacks with its hands, use the cauldron spawn claw damage only if it's better.)

Diminutive or Fine	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6

Special Attacks: A cauldron spawn retains none of the base creature's special attacks, but gains the unnerving presence special attack.

Unnerving Presence (Ex): Cauldron spawn act with a deftness unsuited to the undead, which unsettles most living creatures. Creatures within 30 feet of a cauldron spawn must succeed on a Will save or be shaken for 1d4+1 rounds. Whether or not the save is successful, that creature cannot be affected again by the same cauldron spawn's unnerving presence ability for 24 hours. The save DC is Charisma based.

Special Qualities: A cauldron spawn retains all the special qualities of the base creature and gains the following special qualities.

Born of the Cauldron (Su): A cauldron spawn is difficult to destroy, but it withers and collapses if separated from the *Cauldron of Corruption* for long periods. A cauldron spawn takes 2 points of Strength damage every day that it is more than 50 miles from the cauldron. Returning to and touching the cauldron immediately restores any Strength damage the spawn has suffered. If the *Cauldron of Corruption* is destroyed so are all cauldron spawn.

Damage Reduction 5/—: The ancient evil that animates cauldron spawn makes them particularly resistant to physical attacks.

Mindless (Ex): Although cauldron spawn have an Intelligence scores, they are treated as mindless creatures for the purposes of spells of the enchantment school.

Spell Resistance (Su): A cauldron spawn gains spell resistance equal to 11 + 1/2 its Hit Dice.

Abilities: A cauldron spawn's Dexterity and Charisma both increase by +4.

Challenge Rating: As base creature +2.
Alignment: Always neutral evil. ☐

Wormfood

SURVIVING THE AGE OF WORMS ADVENTURE PATH

FOUNTAINS OF FORTUNE'S FOLLY

While the pages of *DUNGEON* magazine present everything a DM needs to run the Age of Worms Adventure Path, every month *DRAGON* gives the players of that—or any other campaign—tools to enhance their gaming experience.

One of the archmage Manzorian's curios, located deep within the bowels of his citadel, is the *fountain of fortune's folly*, a powerful relic originally crafted to bestow a boon on those who drank from its blessed waters. Over the years, the fountain's magic has faltered and the tampering of greedy spellcasters has left it unreliable and in some cases dangerous. Manzorian found it on one of his many adventures and brought it to his citadel for further study. Although he has been unable to restore the fountain to its original purpose, he still thinks of it as a powerful boon and is more than willing to share it with other adventurers.

Framed by stained and cracked marble, the round pool of cool, clean water is broken only by a twisting marble column in its center. Although it must have once been noble and pure, the fountain is now strangely ominous. Small symbols of occluded intent are scratched into its surface and some of the stains look mysteriously like blood. Sitting at the base of the fountain is a pair of cups. One is elegantly carved ivory while the other is crudely forged iron with spots of rust. Those who drink from the fountain have a choice of which cup to use. Drinking from the fountain without using one of the cups has no unusual effect.

Anyone who drinks from the fountain using one of the cups gains both a fortune and a folly. The choice of cups

determines which is random and which the drinker chooses. If the drinker uses the ivory cup, he chooses his fortune and rolls randomly for his folly. If the drinker uses the iron cup, he chooses his folly and rolls randomly for his fortune. The DM might have an alternative system from the one presented here, so make sure to check before planning your future. Both the fortunes and the follies are permanent effects, although some can be remedied. A character cannot ever gain more than a single fortune, so drinking from the fountain more than once results in multiple follies, but not multiple fortunes.

Manzorian explains all of this to any who might—in hopes of netting a great fortune—wish to drink from the fountain.

FORTUNE RESULTS

Drinking from the ivory cup allows the drinker to choose his fortune, while drinking from the iron cup results in a random fortune. Roll d% for a random fortune. The Luck domain ability and other effects that modify rolls cannot be used to adjust a roll on this table.

Result	Fortune
01–05	Enhanced Vigor: Gain 3 hp permanently.
06–10	Sharpened Senses: Gain a +1 competence bonus on Listen and Spot checks.
11–15	Deep Understanding: Gain a +2 competence bonus on a Knowledge skill of your choice.
16–20	Athletic Skill: Gain a +2 competence bonus on a Strength-based skill of your choice.



- | | | | | | |
|-------|---|-------|--|-------|--|
| 21–25 | Nimble Moves: Gain a +2 competence bonus on a Dexterity-based skill of your choice. | 60–63 | Ability Boost: Gain a +1 inherent bonus to an ability score of your choice. | 82–84 | Arcane Boon: You can cast a 1st-level arcane spell once per day. Once chosen, the spell cannot be changed. Your caster level equals your character level (save DC = 11 + Cha bonus). |
| 26–30 | Smooth Talker: Gain a +2 competence bonus on a Charisma-based skill of your choice. | 64–67 | Moderate Gift: Gain a random minor magic item (<i>DUNGEON MASTER's Guide</i> table 7–1). Reroll any potion or scroll results. | 85–87 | Life Anchor: The next time you are reduced to –10 hit points or less, you are instead reduced to –9 hit points and are automatically stabilized. This fortune functions only once. |
| 31–35 | Discovered Skill: Gain 2 ranks in a class skill that you have the fewest ranks in (if there is a tie, you may chose the skill to apply these bonus ranks to). | 68–71 | Small Riches: Gain a random gemstone (<i>DUNGEON MASTER's Guide</i> table 3–6) and 1d6 × 10 gp. | 88–90 | Greater Gift: Gain a random medium magic item. |
| 36–40 | Lesser Gift: Gain 1d4 random minor potions and 1 random minor scroll. | 72–75 | Weapon Talent: Gain proficiency with a martial or exotic weapon of your choice. | 91–93 | Major Riches: Gain 1d6 random gemstones (<i>DUNGEON MASTER's Guide</i> table 3–6) and 1d10 × 10 pp. |
| 41–45 | Improved Fortitude: Gain a +1 luck bonus on Fortitude saves. | 76–78 | Undeveloped Ability: Gain a +2 inherent bonus to a random ability score. | 94–96 | Reflection: Gain 200 XP per character level. |
| 46–50 | Improved Reflexes: Gain a +1 luck bonus on Reflex saves. | 79–81 | Divine Boon: You can cast a 1st-level divine spell once per day. Once chosen, the spell cannot be changed. Your caster level equals your character level (save DC = 11 + Cha bonus). | 97–99 | Boon of Luck: You may avoid any situation or negative occurrence, |
| 51–55 | Improved Will: Gain a +1 luck bonus on Will saves. | | | | |
| 56–59 | Quick Feet: Gain a +2 insight bonus on initiative checks. | | | | |

even one that has just occurred. This fortune functions only once and does not help those around you.

- 100 Patron: A powerful outsider takes notice of you and might help you in a time of need. The nature of this outsider is up to the DM. This fortune functions only once and cannot be chosen by the drinker (it must be randomly rolled).

FOLLY RESULTS

Drinking from the iron cup allows the drinker to choose his folly, while drinking from the ivory cup results in a random folly. Roll d% for a random folly. The Luck domain ability and other effects that modify rolls cannot be used to adjust a roll on this table.

Result Folly

- 01-05 Ailment: Lose 3 hp permanently.
 06-10 Dulled Sight: Take a -2 penalty on Spot checks.
 11-15 Poor Hearing: Take a -2 penalty on Listen checks.
 16-20 Weakling: Take a -1 penalty on all Strength-based skill checks.
 21-25 Clumsy: Take a -1 penalty on all Dexterity-based skill checks.
 26-30 Rude: Take a -1 penalty on all Charisma-based skill checks.
 31-35 Lost Focus: Take a -2 penalty on the skill you possess with the most ranks. Roll randomly if there is a tie. Once set, this penalty does not change.
 36-40 Potion Resistance: Gain SR 10 against potions you consume.
 41-45 Poor Fortitude: Take a -1 penalty on Fortitude saves.
 46-50 Sluggish Reflexes: Take a -1 penalty on Reflex saves.
 51-55 Weak Will: Take a -1 penalty on Will saves.
 56-59 Slow to React: Take a -2 penalty on initiative checks.
 60-63 Ability Weakening: One of your ability scores, determined randomly, is permanently reduced by 1.
 64-67 Lesser Curse: Your most expensive magic item gains a permanent drawback, see page

273 of the *DUNGEON MASTER'S Guide*. This drawback is randomly determined. Removing all of your magic items before drinking from the fountain does not avoid this effect.

- 68-71 Lost Wealth: Lose 2d6 × 1,000 gp. This loss comes first from coins and gems, followed by magic items of your choice. Removing such items before drinking from the fountain does not avoid this effect.
 72-75 Withering: Your offhand becomes withered and useless. A *regenerate* repairs this damage for 2d6 hours after which time the withering returns.
 76-78 Ability Drain: One ability score of your choice is permanently reduced by 2.
 79-81 Divine Curse: You do not heal naturally and any attempt to magically heal you must first succeed at a DC 15 caster level check.
 82-84 Arcane Curse: Whenever you take damage from a spell or spell-like ability you are also dazed for 1 round if you fail your save. Spells and spell-like abilities that do not give a save do not cause you to be dazed.
 85-87 Grave Touch: When below 0 hit points, you lose 2 hit points per round and cannot stabilize without assistance.
 88-90 Moral Shift: Your alignment changes to its opposite. Chaotic becomes lawful, good becomes evil and vice versa. Only neutral remains unchanged. You cannot choose this folly if you are neutral in either alignment component.
 91-93 Magical Drain: Chose two magic items you possess. All other magic items you own are permanently rendered non-magical. Removing such items before drinking from the fountain does not avoid this effect. This does not affect artifacts.
 94-96 Forgotten Lessons: Lose 200 XP per character level.

97-99 Unlucky: Once per day you must roll twice for any d20 roll, taking the worse result. The DM decides when this occurs and must decide before you roll.

- 100 Enmity: You have offended a powerful outsider who might try to destroy you in the future. The nature of this outsider is up to the DM. This folly functions only once and cannot be chosen by the drinker (it must be randomly rolled).

FOR THE DM

The *fountain of fortune's* folly can easily be placed in any campaign or setting. Powerful artifacts such as this are rare but frequently find their way into the hands or paths of adventurers. When placing the fountain, be sure to locate it in a dangerous site not easily reached. This is important to explain why it has not become a frequent stop for all adventurers. Since it is not portable, multiple trips to it are required if new characters wish to gain its benefits. Of course, villains might make their homes around the fountain to reap the rewards and ambush those foolish enough to seek it out.

You might prefer a different way to determine the fortune and folly bestowed. The simplest method is for the character to roll randomly on both charts (with only one cup available to use). As a twist, the choice of cup used might allow the character to roll twice—or even three times—on one of the charts, taking one of the results, while rolling once on the other chart. Alternatively, the choice of cup used might allow the character to roll once on a chart, taking the result indicated or the result before or after it, while rolling once on the other chart and taking the indicated result. Whatever method you decide, make sure to weigh the powers and penalties the fountain bestows, as they can drastically alter your PCs. The *fountain of fortune's* folly can be a memorable part of a campaign, so long as it does not disrupt your game. ☐



Wan Pao

FAST, FURIOUS, AND FANTASTICAL

NEW MAGIC VEHICLES

Whether your campaign features the lightning rails of *EBERRON*'s House Orien, the war sloops of *GREYHAWK*'s Scarlet Brotherhood, or simply the ubiquitous carriage and wagon common to nearly every fantasy setting, the potential for high-velocity excitement is always present in *DUNGEONS & DRAGONS*. Detailed here are eleven wondrous conveyances, each of them tricked out, suped up, and ready to drive into your campaign. The *Arms and Equipment Guide* lists detailed rules for fighting on a moving vehicle, driving through hazards, and repairing vehicles, but if you do not have access to that text, fear not: the standard combat rules are more than sufficient for staging action-packed chase sequences.

WONDROUS CONVEYANCES

Adamantine Carriage: Built to transport dignitaries through potentially hostile urban streets, these carriages are reinforced with adamantine, giving the carriage 40 hp and hardness 20. The carriage is drawn by two heavy horses and travels at a speed of 30 feet when fully loaded, 40 feet when empty.

Price 15,500 gp.

Some adamantine carriages are made to protect their passengers from divination spells as per the *nondetection* spell (DC 16 to break through).

Faint abjuration; CL 5th; Craft Wondrous Item, *nondetection*; Price 45,500.

Beholder Globe: A deranged gnome necromancer created the first *beholder globe* from a hollowed out and preserved eye tyrant corpse. One Medium creature or two Small creatures can fit inside one of these preserved husks. The central eye is replaced by hardened glass so that the pilot can see. Outside viewers looking at the bizarre globe can likewise see through the central eye window to the pilot operating the orb inside. By squeezing and twisting the bulbs of the various eyestalk roots, the pilot can fire



an eye ray
as a standard

action and fly the globe at a speed of 15 feet (good) as a move action. The eye rays have a range of 60 feet and a save DC of 15. The rays are identical to a live beholder's rays, although only the following rays still function in a *beholder globe*: *inflict moderate wounds*, *sleep*, *slow*, and *telekinesis*. Alchemically treated and innately sturdy, a *beholder globe* retains much of its natural armor. It possesses AC 20, 65 hp, and a hardness of 10. The globe is not watertight or airtight, although those inside do benefit from improved cover (page 152 of the *Player's Handbook*).

Moderate necromancy and enchantment; CL 11th; Craft Wondrous Item, *inflict moderate wounds*, *sleep*, *slow*, *telekinesis*, *gentle repose*; Price 120,000 gp.

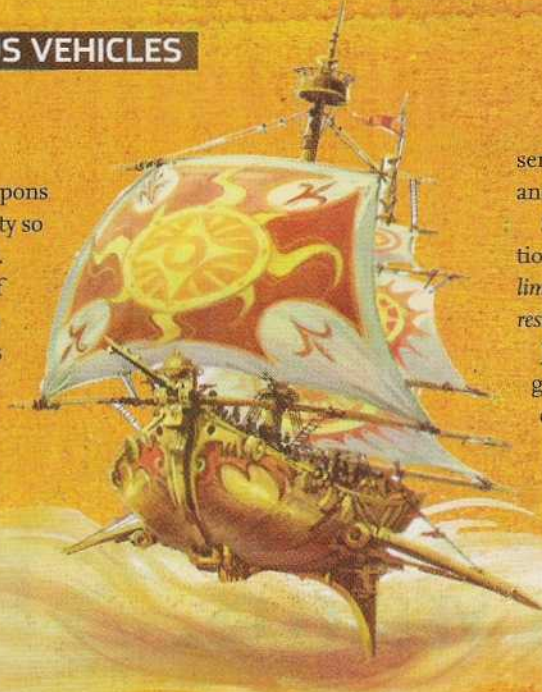
Chariot of Sustarre: Normally this item is nothing more than a weathered sandstone trinket carved to resemble a chariot, but when activated, it explodes with a clap of thunder, summoning a flying chariot made of pure flame and a pair of fiery horses. The summoner and up to five other Medium creatures of his choice may board the chariot and are immune

to fire damage for as long as they remain aboard. In addition, all weapons gain the flaming burst special ability so long as their wielders are on board. All other creatures within 10 feet of the chariot suffer 1d6 points of fire damage per round. The chariot has a fly speed of 100 feet (perfect) and an overland speed of 42 miles per hour. After 12 hours, the *chariot of Sustarre* reverts to its trinket form and cannot be activated again for one week. If the summoner wishes, he may end the chariot's duration early and detonate the

vehicle as a *delayed blast fireball* (dealing 13d6 fire damage with a DC 20 Reflex save to halve this damage). This causes the chariot to revert back to trinket form as if its full 12-hour duration had expired. The chariot is otherwise identical to a standard double chariot, except that it can carry six people comfortably and both chariot and horses, being made of pure flame, are immune to weapon damage.

Strong conjuration and evocation; CL 13th; Craft Wondrous Item, *delayed blast fireball*, *protection from energy*, *wind walk*; Price 80,000 gp.

Dragonfly Longship: Four gossamer wings spread from the sides of this elegant longship. The aft trails a 60-foot-long iridescent blue tail that terminates in a black bulb. Kings covet these fast and agile ships for their ability to scout and patrol borders. A *dragonfly longship* has a fly speed of 60 feet (average) and an overland speed of 30 miles per hour. The tail bulb constantly secretes acidic goo, and once every 1d4 rounds the tail can convulse and fling a ball of acid. Only the vessel's captain or his designated gunner may direct the tail to attack, and doing so is a standard action. The goo sphere has a range of 200 feet and explodes into a 10-foot-radius burst, dealing 8d6 points of acid damage. A successful DC 15 Reflex save halves this damage. A creature that fails its save suffers 1d6 points of acid



damage on each of the following 3 rounds unless it uses a standard action to rinse off the acid.

Strong transmutation and evocation; CL 17th; Craft Wondrous Item, *fly*, *limited wish*, *Melf's acid arrow*; Price 175,000 gp.

Dune Yacht: A caliph who possesses a *dune yacht* has no need for a desert stronghold, as his vessel serves as a formidable mobile base of operations. Rigged with sails emblazoned with flames and bright sun motifs, this galley sails over sand instead of water. If removed from sand it is unable to move under its own power, just as if a sea-going vessel ran aground. *Dune yachts* are stronger than average waterborne galleys, possessing 120 hp and hardness 8 per 10-foot section of hull. The yacht itself has fire resistance 5 and it grants this protection to all those aboard. Furthermore, every passenger need consume only half the normal amount of water while on board. Finally, an efreeti is bound to the helm of every *dune yacht*. Once per week, the efreeti can be called forth to serve the captain of the yacht. The efreeti understands and follows the captain's orders for 1 hour before departing. If the efreeti is ever forced to grant a wish, the *dune yacht* burns to the keel and the efreeti is freed from its bondage after it grants the wish. Note that because of the efreeti's hatred of

servitude, it always attempts to twist and corrupt the intent of the wish.

Strong transmutation and conjuration; CL 17th; Craft Wondrous Item, *limited wish*, *move earth*, *planar binding*, *resist elements*; Price 150,000 gp.

Juggernaut Chariot: This chariot grants a trample attack (see page 316 of the *Monster Manual*) to the creatures pulling it. The damage done by the trample equals the creature's slam attack (usually a hoof for horses) + 1-1/2 times their Strength modifier. The chariot is otherwise identical to the double chariot

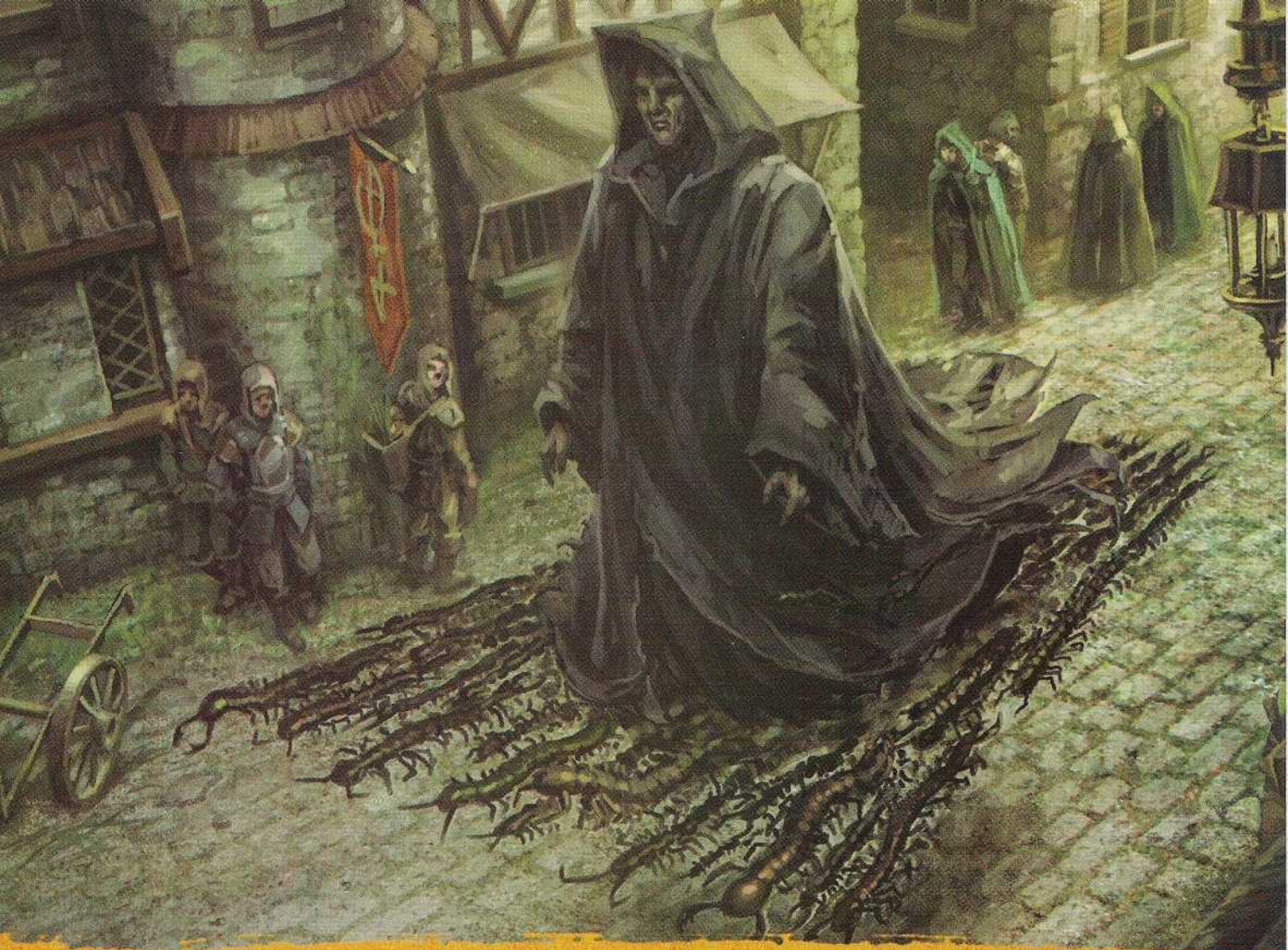
listed in the *Arms and Equipment Guide*.

Moderate transmutation; CL 9th; Craft Wondrous Item, *bull's Strength*; Price 10,000 gp.

Longship of Dread Shade: This floating derelict shows signs of extensive decay, with rotting floorboards and gaping holes in its hull. Despite its appearance it is seaworthy, and during the day it performs just as any other longship. At night, the *longship of dread shade* gains a fly speed of 40 feet and generates 20 zombies or skeletons for a crew, 2 wight lieutenants, and a spectre first mate. All undead are initially under the command of the captain, and they have turn resistance +6 as long as they remain aboard. If the undead crew do not slay at least one living creature each night, the captain must succeed at a Diplomacy check (DC 15 plus the number of nights since the last kill) or face a mutiny. Any remaining undead disappear at sunrise. A full complement of undead rises each sunset, even if some were destroyed the preceding night. Assuming the captaincy of a *longship of dread shade* can have serious alignment repercussions. Each night the crew is allowed to kill, the captain's alignment shifts one step closer to evil.

Strong necromancy; CL 15th; Craft Wondrous Item, *animate dead*, *create greater undead*, *fly*; Price 175,000 gp.

Palanquin of Beguilement: A noble can recline on this curtained litter



and be carried through the city by four servants. Anyone relaxing on a *palanquin of beguilement* with a full complement of four bearers gains a +4 enhancement bonus on Bluff, Diplomacy, and Intimidate checks.

Faint enchantment; CL 5th; Craft Wondrous Item, *eagle's splendor*; Price 4,800 gp.


Smuggler's Wagon: This rustic transport cart is the bane of taxmen and border guards everywhere. Permanent illusions cause the cart's carrying bed to appear empty even when it contains contraband, refugees, or any other kind of cargo. Someone who actually climbs into the wagon and interacts with the dweomered area gets to make a DC 18 Will save to pierce the illusion. The wagon is further enchanted with *Nystul's magic aura* so that it does not detect as magical. It is otherwise identical to the wagon presented in the *Arms and Equipment Guide*.

None; CL 13th; Craft Wondrous Item, *major image*, *Nystul's magic aura*, *veil*; Price 32,000 gp.

Sniper's Carriage: This enclosed brougham carriage has two arrow slits on each side and a hollow passenger compartment that accommodates two standing archers. The archers gain improved cover against anyone outside the wagon. Furthermore, the carriage is enchanted so that its archers ignore the first two range increment penalties for their weapons. After the second range increment, range penalties apply normally. Moderate divination; CL 5th; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 16,000 gp.

Worm Raft: This floating raft is nothing more than a roiling bed of grubs, caterpillars, and worms each the size of a grown man's arm that magically maintain the shape of a 10-foot-by-10-foot flatbed raft that can support up to 500 pounds. This disgusting vehicle

travels at a speed of 30 feet per round, floating roughly 3 feet above the ground at all times and remains level. The raft is directed by spoken command. Like a *carpet of flying*, as long as the speaker is within voice range the raft obeys, whether the speaker is standing on the raft or not. In addition to directional movement, the raft can be commanded to disperse into swarm form once per day. In swarm form, it cannot carry anything and ceases to act as a vehicle, but it gains all the properties of a centipede swarm (see page 2238 of the *Monster Manual*). The raft can remain in this form for up to 1 hour before returning to raft form. In raft form, the vermin vehicle has 31 hp, but gains hardness 10. If killed in either form, the raft is destroyed. The raft heals 4 hp per day until it reaches its maximum of 31 hp.

Strong conjuration, CL 9th; Craft Wondrous Item, *insect plague*; Price 20,000 gp. 

A NOVEL APPROACH

by Shelly Baur • illustrated by Stephen Youll and Mat Dixon

ROBIN HOBB'S WORLD OF THE FARSEERS

Robin Hobb's bestselling trilogies—*Farseer*, *Liveship Traders*, and *Tawny Man*—feature royal assassins, beast-magic wielders, would-be pirate kings, conflicting prophets, ships that live, and awe-inspiring dragons. These characters drive her adventures through an epic framework and offer a treasure hoard of unique gaming ideas.

In the *Farseer* trilogy, the royal bastard FitzChivalry Farseer begins secret training as a Royal Assassin and pledges to protect the Farseer family's rule over the feudalistic Six Duchies. Fitz comes to master two distinct forms of magic. One, the Skill, enables him to contact others who possess similar magic and affect them in a variety of ways. The other, the Wit, enables him to bond with animals. He must keep this beast magic hidden, though, as other people fear it.

Fitz uses these skills to preserve the throne both from internal strife and the Red Ship raiders of the northern isles. These pirates prove particularly menacing, as they wield a deadly new weapon called Forging, a magic that strips memories and humanity from their captives, leaving them little more than cunning beasts. Aiding Fitz are both his assassin mentor and the manipulative White Prophet. The White Prophet attempts to make Fitz his instrument, his "Catalyst," to effect changes in the world, but Fitz doesn't always cooperate.

After Fitz's adventures, the *Liveship Traders* series explores the world to the south, primarily a bustling port known as Bingtown. In the *Liveship Traders*, the Bingtown Traders have their own problems. A neighboring country of slavers seeks war, the city's decadent mother country raises Bingtown's tribute, and attacks by deadly sea serpents increase dramatically. Then there are the pirates, especially Captain Kennit.

Although he calls himself lucky, Captain Kennit stacks odds like an expert bookie. He commissions a special charm made from wizardwood—a mysterious material somehow connected to both sea serpents and the

faint dreams of dragons—to protect him from enchantments. Over the course of the story, mysterious prophets convince him that he will become King of the Pirate Isles, but that he needs a magical *Liveship* to do it. The *Liveships* are living merchant ships made from wizardwood that gain sentience after three generations of sailors have served and died on their decks. However, a *Liveship* has never been captured. Thus, Kennit begins an adventure to change that.

Years later, back north, *The Tawny Man* trilogy begins with the royal family calling Fitz out of an early retirement to protect the new Farseer heir, Prince Dutiful, who isn't living up to his name. Several plots converge. First, the persecution of Fitz's magic increases, threatening blackmail and lynchings. Second, the Bingtown Traders seek an alliance with the Farseer realm against the slaving neighbor located between their two lands. Finally, negotiations result in

a challenge to cut off the head of Ice-fyre, a dragon encased in a glacier. Fitz must choose between his loyalties to the Farseers, who want the dragon's head, and his role as the White Prophet's Catalyst, who believes that only the dragon's resurrection will move the world toward its greater fate.

Throughout all three series, Hobb weaves tales of adventure and magic, fashioning a world that should at once be familiar and captivatingly new to *DUNGEONS & DRAGONS* players.

TAKING INSPIRATION

Hobb illuminates three universal themes that might easily be worked into any campaign: fate, the outsider, and loyalty.

FATE

Having a fate that relies upon a character's choices raises the stakes of any campaign. In one possible scenario, a prophet NPC might choose a player character as his "Catalyst." The prophet's

WHAT'S IN IT FOR YOU?

Robin Hobb's books abound with examples of every major character class. Rogues receive major coverage as pirates, assassins, and spies. Fitz, the royal assassin, demonstrates the benefits of working within the king's law rather than outside of it, gaining access to castle spy networks, royal garden plants for poisons, social legitimacy, and powerful protectors. Missions from the king make perfect quests for solo adventurers or small parties.

Players of wizards and sorcerers should also find ideas for spells and their usage on multiple levels, such as psioniclike skills, lower-level magic charms, and new magic items to create. The stories also show how players might use familiars or similarly bonded animals. Although bards are not arcane spellcasters in Hobb's world, bard players can pick up ideas for shaping adventures as well as a bard's role in a largely illiterate society. Additionally, druids might benefit from the beast magic, known as the Wit.

Ranger players can harvest some ideas for wilderness lore from both the Queen's huntswoman and Fitz's detailed journeys. Clerics and monks should check out the many examples of healing, the use and misuse of prophecy, and a first-rate example of an acolyte coming to terms with his teachings once he enters the real world. The reaver pirates also make great barbarians, showing their cunning as well as their martial prowess. Although many of the characters throughout these series are more like anti-heroes, the concept of sacrifice in several forms should appeal to paladins.

For DMs, Hobb provides a gold mine of NPCs, focusing on their motives, conflicts, and interactions instead of just their looks and roles. Many setting descriptions—from mountains to woodlands, upriver or along the coast, over glaciers or icy seas—could be pieced into a campaign. Ideas for adventures also abound, including how to arrange a kidnapping or run a piratical adventure.

utterances could be cryptic, false, unbelievable, or downright annoying, but they should all motivate the character to action. The DM might also seed future adventure ideas into his ramblings. Strangers seeking the prophet or his chosen one might randomly show up, causing even more problems for the character but legitimizing the prophet's words. With a headstrong personality, the prophet might challenge the party's intended direction and lead them toward goals they never expected.

Alternatively, seemingly mundane natural items could yield a prophecy that kicks off an adventure. Nearly any random arrangement or natural occurrence could be used as a medium for prophesy, such as driftwood washed up on a beach in specific patterns. Getting to the place where such natural prophets exist should be difficult, perhaps forcing characters to face enchanted forests, tricky tides, angered guardians, or innumerable other threats. Of course, once the PCs find the prophetic site, it might require a Knowledge (arcana) skill check or even a specialized interpreter to reveal their fates.

THE OUTSIDER

Hobb's books present a range of archetypes: the orphan, the mentally disabled, the physically deformed, the insane, the defrocked priest, the slave, and more, all ready to be mined as NPCs. Defying such characters' typecasting can turn predictable plots into wholly new and exciting adventures. For example, players won't expect "innocent" children or the mentally or physically disabled to be working as spies.

Outsiders also often face a wide range of prejudice and mistrust. Such persecution varies from mere thoughtlessness to pettiness, inquisition to full-blown warfare. These conflicts might become major adventures in themselves, such as the struggle to end slavery or persecution. Instead of showing extreme contrasts, a DM might present gradations that make the characters uncomfortable but not inclined to act—at least not initially. Building this kind of revulsion until it comes to a revolutionary head can

ABOUT THE AUTHOR: ROBIN HOBB

Robin Hobb grew up in Alaska, married a commercial fisherman, and spent many summers aboard ships. Currently she lives in the Pacific Northwest's Puget Sound area where she combines her personal experience with ships and the sea with a deep range of knowledge including natural history, psychology, and mythology. Imagine Patrick O'Brian of *Master and Commander* fame writing fantasy books. Also like him, she writes longer, series-based stories that allow for more development of both characters and plots.

While Hobb's next book remains under wraps, her previous books have released at a rate of one per year, so readers should expect a new adventure later in 2005. Meanwhile, those who can't wait can content themselves with a short story on the Bingtown Traders found in the *Legends II* anthology, edited by Robert Silverberg. Hobb also has several other books in print written under the alias Megan Lindholm—including the acclaimed modern fantasy, *Wizard of the Pigeons* (1986)—each of which have their own unique voice separate from Hobb's. By the way, Robin Hobb is a pen name, too.

Upcoming appearances and more about Robin Hobb can be found at robinhobb.com.

make characters who act against the established norm feel like they're having a positive effect on the game world, even if only in a small way.

Hobb also varies the idea of outwardly marking an outsider. The wearing of jewelry (like a freedom ring) earned by former slaves to show they're free or facial tattoos denoting a specific social class serve as examples of separating elements in a fantasy society that might carry a whole load of social stigmas or benefits.

LOYALTIES

In the Liveship Trader trilogy a Southern Gothic-style Bingtown Trader family, the Vestrits, threatens to be pulled apart over the contract to pay for their Liveship, their choices of professions and mates, the lure of easy money, the pressures of their social status, and the risks of aiding dragons. The breaking and forming of pacts, treaties, oaths, family ties, and other bonds all provide hooks not just for DMs but for players to learn more about their characters.

While dramatic breaks offer more excitement, gradual erosions of loyalties offer more complexity and opportunities to develop both characters and the world. Set up scenarios that allow characters to bend social rules or tell white lies to smooth over short-term problems

and temporarily gain what they desire but that also snag characters in moral dilemmas later.

GUARDIAN SHIPS

Throughout Robin Hobb's novels some of the most compelling characters are also some of her most innovative fantasy creations: living ships. Presented here are living sentient ships inspired directly by Hobb's works.

GUARDIAN SHIP

Gargantuan Construct

Hit Dice: 24d10 + 60 size (192 hp)

Initiative: -1

Speed: Swim 40 ft.*

Armor Class: 18 (-4 size, -1 Dex, +13 natural), touch 5, flat-footed 18

Base Attack/Grapple: +18/+41

Attack: Slam +25 (2d8+16)

Full Attack: Slam +25/+20/+15/+10 melee (2d8+16)

Space/Reach: 20 ft./15 ft.

Special Attacks: —

Special Qualities: Construct traits, telepathic link, blindsense, remove pain

Saves: Fort +10, Will +7, Reflex +10

Abilities: Str 32, Dex 8, Con —, Int 12, Wis 10, Cha 14

Skills: Diplomacy +9, Intimidate +7, Knowledge (arcana) +4, Knowledge (geography) +9, Knowledge (history) +7, Knowledge (nature) +20, Sense Motive +5, Survival +22, Swim +29

Feats: Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Overrun, Improved Sunder, Iron Will, Power Attack

Environment: Any aquatic

Organization: Solitary or fleet (3–10)

CR: 14

Treasure: Double standard

Alignment: Usually lawful good

Advancement: 25–28 (Gargantuan), 29–42 (Colossal)

Level Adjustment: —

The hull of this impressive ship shines as if freshly polished and is devoid of even the slightest wear or barnacle. From its bow juts an intricately carved, wooden figurehead of a scantily clad woman, her head resting in one hand as if bored. As you watch, the figure turns her head to look around.

Guardian ships look like well-crafted 65-foot-long caravels. Setting them apart from normal ships are animated figureheads with the hull serving as their bodies. These figureheads have a name, sex, and full personality, as if they were living creatures. While guardian ships have an innate understanding of naval maneuvers and a keen awareness of the water, they sail best with a full complement of fifteen crewmembers. Only with a full crew can a guardian ship achieve full speed, as it has no control over its sails, rigging, or other parts not intrinsic to the hull itself.

Although loyalty to its family is one of a guardian ship's most noteworthy traits, a guardian ship needs a crewmember related by blood to the family serving aboard in order to feel truly secure. Otherwise, a guardian ship often displays its agitation by rocking or rippling its planks. If pushed too far, a guardian ship might turn homicidal and deliberately take on water to drown its crew.

Besides their magical properties, guardian ships can support the same

crew, cargo, and armaments of a normal keelboat (see page 52 of the *Arms and Equipment Guide*). Creatures aboard a guardian ship are not treated as riding a mount.



COMBAT

Guardian ships initiate combat by charging into battle. After this initial attack, they are capable of warping their hulls to slam nearby opponents without upsetting those on board.

Blindsight (Ex): A guardian ship feels differences in wind direction, salt content, and tides as well as life forms and objects. Guardian ships can sense such vibrations and minute changes in the air and water around them within 60 feet. Opponents the guardian ship can't actually see still have total concealment against the guardian ship.

Remove Pain (Su): While a guardian ship cannot actually heal others, it can

absorb pain from those with whom it has a telepathic link. A guardian ship may, as a free action, prevent dying creatures it shares a telepathic link with and who are on board from losing additional hit points as if it had administered a successful Heal check to stabilize them.

Telepathic Link (Su): A guardian ship can communicate telepathically with blood members of the family that owns it as per the spell *Rary's telepathic bond*.

This connection remains in effect for as long as a member of the owning family is within 100 feet of the guardian ship.

Skills: A guardian ship has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Swim Speed*:

Although guardian ships possess swim speeds, they cannot move underwater. This speed denotes their movement speed on the surface of the water.

Carrying Capacity: A guardian ship can haul 50 tons of cargo, just as a normal keelboat.

CONSTRUCTION

A guardian ship is crafted from 50,000 pounds of magically treated wood and bound together by mithral nails and specially created alchemical agents, all of which cost 200,000 gp, including the wood. Assembling the body requires successful DC 25 Craft (carpentry) and Craft (shipmaking) checks. The creator must be 20th level and be able to cast divine spells. Completing the ritual drains 8,000 XP from the creator and requires the Craft Construct feat, *animate objects*, *geas/quest*, and *miracle*. ■

STAFFS



OF THE MAGI

Imbuing your Wizard's staff

by Ben Vandgrift

illustrated by Jeff Carlisle

The wizard's staff accompanies her everywhere, from the darkest dungeon to the loftiest royal audience chamber. It is a symbol of power, station, and an advertisement of the vanity of spellcasters. History, myth, and tradition demand its use as it alludes to mystical principles beyond the ken of the layman.

The image of a powerful magician, whether drawn from folklore, mythology, or contemporary literature, inevitably includes a staff. Although the satchel, spellbook, and pointy hat make frequent appearances, the staff serves as a constant companion to wielders of mystical might. Looking closer at this image, however, can add depth to spellcasting characters.

History, Myth, and Allusion

Beyond a certain point, history and mythology become interchangeable. The merger of these two concepts defines a realm from which our oldest and deepest images are drawn. The wizard's staff is no exception, as it draws from numerous sources both historical and mythological.

Shamanic: Tribal healers and medicine men—their histories notched in stone and painted on cave walls—are frequently depicted with a staff in hand. Likely, these renderings depicted a walking stick—age, wisdom, and infirmity intertwined into a single symbol. The profile stuck and became an integral part of the shamanic uniform.

By the fifth century, the staff's power was legend. Old Icelandic inscriptions speak of Runemal magicians

carrying the "gandr," a rod rendering them invincible. The Saga of Erik the Red describes their magician as a woman carrying a knobbed staff. To the shaman, the staff was not only a statement of position and a sign of wisdom, but also a focus of power, a tool upon which to carve history and spellcraft, and a sympathetic representation of both the tree of life and the phallus. In eastern shamanistic traditions, the staff served as a representation of the spine chakras and was carried by wise wu jen.

Hermetic: From 2100 BCE, images appear of Egyptian ritual-leaders carrying magical staffs; enchanted finials depicting the gods perched atop. These were carried not only as marks of distinction, but also as the focus of the ritualist's power.

Hermes Trismegistus, the divine merger of the Egyptian Thoth and Greek Hermes, first appeared in these images. It is from Trismegistus and the treatises written in his name that the philosophical and practical Hermetic traditions sprang. His ever-present staff became—among other things—the caduceus (knotted serpents representing the entanglement of good and evil within the soul) and the Celtic cross. In the hermetic tradition, symbols are traced in the dust with the boot of the staff, as it is a conduit of magical energy grasped tightly by the mage's will.

Fantastic: Before the saga of Arthur, Merlin appears as Ambrosius, a seer conceived immaculately, and Myrddin, a wild forest prophet. Most Westerners are familiar with the image of the powerful trickster at Arthur's side,



with robe and staff handy. Merlin serves as the seminal "magician" archetype for fantastic literature.

The similarities are obvious between Merlin and Tolkien's Gandalf, for instance. In fact, all of the Istari had long beards, and each carried a staff—it was their distinguishing feature. To remove Saruman of Isengard from power, Gandalf broke the evil wizard's staff—not only destroying the seat of his authority, but shattering Saruman's conduit to magic itself.

In fantasy literature, more so than in traditional, staffs are themselves magic, rather than the staff being a representation of a mystical model. These devices of fantastic power can often be picked up even by a novice and wielded with terrible results.

Prophetic: The "Rod of Aaron," carried by both Aaron and Moses, was a sign of their divine authority in both the religious and kabalistic sense. It was this rod that parted the Red Sea, turned the rivers to blood,

and drew water from the stone in the desert. It sprouted new leaves at Aaron's request, and was carried in the Ark of the Covenant.

In the Old Testament a rod or staff signified one of two things. As a warrior's or leader's rod, it represented power, strength, and occasionally wrath; it was the weapon by which God delivered judgment. As a shepherd's staff, it represented wisdom, leadership, mercy, and measure. Both sets of characteristics are embodied in the wizard.

These traditions and more have been distilled to form the essence of the wizard, hence the inseparability of the spellcaster and her staff. It is a measure of her power, wisdom, and mystical authority. When detailing your wizard character, consider carefully what her staff means to her mystically and how important it is to the workings of her craft.

Practical Uses

For the practicing wizard, the staff is indispensable. Not only is it an

ornamented symbol of station, but a useful everyday tool.

Defense: While a staff is not a fancy or tricky weapon, it is practical and effective. It perfectly suits those who don't have time for martial training. Because it is a two-handed weapon, it brings more of the wielder's strength to bear and is difficult to disarm. It has a broad striking area and can be used equally well to jab. It is less likely to be peace-bound than a sword or other bladed weapon, and even the boldest of guards would think twice before confiscating the staff of a spellcaster.

Support: The quest for illumination frequently leads off the beaten path. Ask any hiker: a walking stick is a must. A staff provides support over rough and slippery terrain (+2 circumstance bonus on Balance skill checks), can be used as a lever for heavy objects and stuck doors (+2 circumstance bonus on Strength checks), and is always useful for gingerly poking something to see if it's (still) dead. At the very least, a staff is a long shaft of

wood, often mystically reinforced, and can be employed to hold open doors, keep apart trapped tomb walls, test a ceiling for soundness, and check the depth of a murky pool.

Image: If a magician's reputation doesn't precede her, a properly maintained staff serves as a warning to the ill-inclined. As part of an overall persona, a well-kept, imposing staff can intimidate most ne'er-do-wells into considering other marks. A pointed gesture of the staff can serve as warning, threat, and the preparation of a nasty surprise.

Keeping Up Appearances: Rarely does a wizard's staff fail to reflect her personality. Given the propensity for theatrics among most spellcasters, her choice of decoration is likely to amaze and mystify.

The overall impression the wizard wants to project can be enhanced by carefully choosing her staff's form. The madman of the woods carries a limb of knobby oak with the bark still attached and a grapevine spiraling up the length. The court vizier carries a long, enameled white rod topped with a giant pearl. A country enchanter prefers a thin and unassuming pole of ash. A wartime spell-smith will wrap steel bands around a shaft of ironwood. The right accessories can be as important as correct spell components.

Ornamentation: In addition to its basic shape, a staff may be ornamented even further. A hobgoblin wizard winds a string around the top, hung with left ears of all those he has defeated in magical duels. An advisor to a noble house might wrap his staff in the banner colors of his lord. A plains sorcerer marks his tribal heritage with the feathers of his ancestral totem. A staff can be festooned with quest trophies, reminders of battles past, or chalked-on recipes for chicken soup gathered from the outlying provinces. Choose carefully the things of significance to your character.

A Target: It must be said: putting on wizardly airs has its problems as

well. Anyone carrying sufficiently mystical accessories must accept the consequences of being thought of as a magician. Those suspicious of magic will be harder to deal with. Carrying a staff into the wrong store might get prices doubled, and skilled rogues hungry for a big score could find a gem-encrusted cane a tempting target.

Perhaps the most significant danger comes from other spellcasters. The competitive nature of those with power often demands some challenge to settle the question: "Who has the most powerful staff?" An unsuspecting young apprentice pretending to power above her station likely finds herself on the sour end of a malicious spell or deadly duel.

A Familiar Companion: Not only a mere tool and mark of status, a wizard's staff can be a constant companion, a symbol of resolve and unwavering strength. It can mean as much to her as her traveling companions, or more. This is especially true when the magician has invested a portion of her spirit into the rude material of the staff itself. In this case, the staff serves as the wizard's familiar.

The Imbued Staff

As an optional rule, any sorcerer or wizard may opt to forego a normal familiar in order to imbue her traveling staff with that portion of her power. To do this, she selects a quarterstaff-length of wood that resonates with her mystical signature and personality. It cannot have been previously enchanted (although it may subse-

quently be) and must be of master-work quality. It must be prepared using materials costing at least 500 gp, usually with a gem to serve as a mounted finial. The imbuing ritual takes 24 hours and ties a portion of the spellcaster's power into the staff, a separate piece of her soul that grows in power as she does.

Upon its imbuing, the staff becomes magically linked to its creator and is treated as a magic item.

Hit Points: The staff has 10 Hit Points and Hardness 5, both of which increase as the wizard or sorcerer gains levels, according to the Imbued Staff Advancement table.

Saving Throws: The staff saves as its creator, even when unattended.

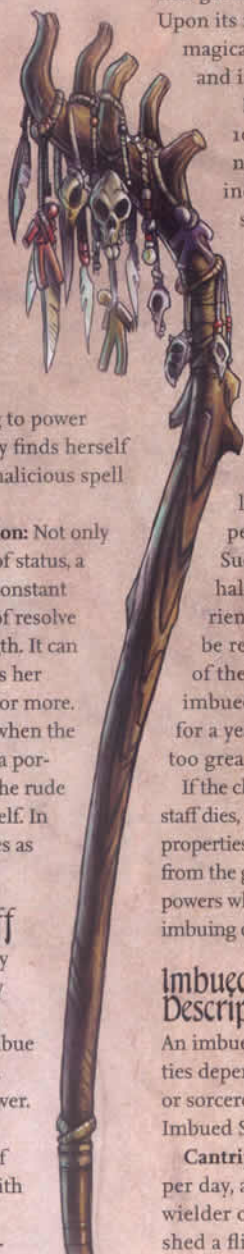
If an imbued staff is broken, its creator must attempt a DC 15 Fortitude saving throw or lose 500 experience points per wizard or sorcerer level. Success reduces the loss by half. However, a caster's experience point total can never be reduced below 0 as a result of the loss of her staff. A broken imbued staff cannot be replaced for a year and a day—the loss is too great.

If the character who imbued the staff dies, the staff loses all magical properties. Should the character return from the grave, it regains its imbued powers when it is first touched by the imbuing character.

Imbued Ability Descriptions

An imbued staff has special capabilities depending on its master's wizard or sorcerer level, as shown on the Imbued Staff Advancement table.

Cantrips (Sp): Three times per day, as a standard action, the wielder of the staff can make it shed a flickering light as per the spell. Once activated, this light remains until the wielder dismisses



it (a free action). In addition, the staff can hold a single cantrip available to the wielder, decided upon when it is first imbued. Once per day, as a standard action, the master can cast this cantrip from the staff. The caster level for these effects is equal to that of the master. The save DC for any cantrip cast by the staff is 10.

Deliver Touch Spells (Su): The master may deliver touch spells with the staff. When using the staff in this way, the wielder may attempt to deal the staff's damage by hitting the target's standard AC (as opposed to the target's touch AC). A successful critical hit with the staff does not double the spell's effect when delivered in this way.

Enhanced Weapon (Su): The staff gains the listed enhancement bonus to attack and damage when wielded by its master. This bonus applies to both ends of the staff. In the hands of any other it is merely an ordinary masterwork staff.

Remote Viewing (Su): The staff's master may concentrate and view the staff's surroundings as though looking through the finial. This effect is identical to that of *clairvoyance* except that it lasts for as long as the owner concentrates and has an infinite range so long as the staff is on the same plane. While in effect, the staff's finial glows faintly, illuminating the area around the staff like a candle.

Vital Transfer (Su): The staff's master may opt to forego her natural healing for the evening and mend her staff through mystical means. Each night's rest thus spent returns a number of hit points to the staff equal to the master's character level, up to the staff's maximum hit points. The Heal skill does not increase this amount.

Perfect Location (Su): By concentrating for a full round, the wizard knows the direction and distance to her staff, so long as it is on the same plane.

Mighty Weapon (Su): The staff gains the bane, defending, flaming, frost, merciful, shock, or thundering special weapon ability. This ability applies to both ends of the staff.



IMBUED STAFF ADVANCEMENT

Master Class Level	Hardness	Hit Points	Special
1st–2nd	5	15	Cantrips, deliver touch spells
3rd–4th	5	15	Enhanced weapon +1
5th–6th	5	15	Remote viewing
7th–8th	10	20	—
9th–10th	10	20	Vital transfer
11th–12th	10	20	Enhanced weapon +2
13th–14th	15	25	Perfect location
15th–16th	15	25	Mighty weapon
17th–18th	15	25	Return
19th–20th	20	30	Enhanced weapon +3

BEHIND THE CURTAIN

Deciding to forego a traditional familiar in favor of an imbued staff isn't a simple choice. A staff can't move, communicate, or provide any help depending on these abilities. Its not intelligent and provides no company. It does not provide its owner with any skill bonuses or bonus feats. Its creation costs make it difficult for 1st-level characters to afford and the penalty for loss is also higher. Finally, by creating an imbued staff, a wizard decreases the likelihood that other magic staves or weapons will be worth trading up to. These drawbacks are balanced by the guarantee that the staff's power will grow with the wizard's, and the possibility of increasing it further through various feats.

Once chosen, the bonus cannot be changed and does not function in the hands of anyone other than the staff's master.

Return (Su): The master can summon the staff to her hand as a standard action, so long as it is on the same plane. When summoned in this way, the staff simply appears in its master's hand. Any effect targeting the staff or the master that prevents teleportation also blocks this ability.

Invested Symbol of Power

Once a staff has been imbued with a wizard's power, the spellcaster can further enhance it through feats. These feats each require further preparation and ornamentation of the staff, and as such are classified as item creation feats.

ENCHANT STAFF [ITEM CREATION]

Your imbued staff develops a new power.

Prerequisites: Caster level 5th, ability to imbue a staff.

Benefit: Choose a spell that you are capable of casting and that is of a level no higher than one level below the highest-level spell you can cast. Your imbued staff gains the ability to grant you this spell once per day as a spell-like ability. While grasping your imbued staff, you may cast this spell as a standard action. The caster level and DC for this spell is calculated as if you had cast the spell yourself.

Special: This feat may be taken multiple times. Its effects do not stack. Each time you take the feat, select a new spell to add to your staff. If your imbued staff is ever destroyed, the use of these abilities is lost until a new staff is imbued. The ritual for

preparing the staff to receive this feat requires 24 hours and expends materials valued at 100 gp per level of the spell to be invested.

IMBUED DEFENSE [ITEM CREATION]

Your staff protects its master, deflecting attacks targeting you.

Prerequisites: Caster level 1st, ability to imbue a staff.

Benefit: While casting a spell on the defensive and in contact with your imbued staff, add your Wisdom modifier to your AC until your next action, in addition to your Dexterity modifier.

Special: If your imbued staff is ever destroyed, this benefit is lost until a new staff is imbued. Preparing a staff to receive this feat requires 12 hours and expends materials valued at 500 gp.

IMBUED STRENGTH [ITEM CREATION]

Your will can overcome the limitations of your physical abilities.

Prerequisites: Caster level 3rd, ability to imbue a staff.

Benefit: When you successfully hit with your imbued staff, use your Wisdom modifier to determine your damage bonus, rather than your Strength modifier.

Special: If your imbued staff is ever destroyed, this feat is lost until a new staff is imbued. Preparing a staff to receive this feat requires 12 hours and expends materials valued at 500 gp.

INVEST SPELL [ITEM CREATION]

The staff you carry is a repository of great power.

Prerequisites: Caster level 9th, ability to imbue a staff.

Benefit: You permanently lose one of your arcane spell slots to

invest an arcane spell of that level into your imbued staff. The spell invested must be one that you are able to cast and can be of a level no higher than 2 levels below the highest-level spell you can cast. Once imbued in this way, the spell chosen can be cast from the staff three times per day as a spell-like ability. Casting an invested spell in this way does not require any normal material components, but any XP cost or costly

material components must still be paid. You must be in direct physical contact with your imbued staff to cast an invested spell.

This feat uses a spell slot equal to the level of the spell being invested, however, you may choose to modify the spell with any metamagic feat you know and adjust the spell's level and slot accordingly. The caster level and DC for an invested spell is calculated as if you cast the spell.

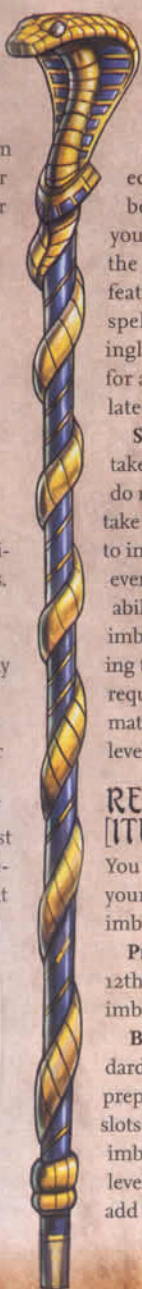
Special: This feat may be taken multiple times. Its effects do not stack. Each time you take the feat, select a new spell to invest. If the imbued staff is ever destroyed, the use of this ability is lost until a new staff is imbued. The ritual for preparing the staff to receive this feat requires 24 hours, and expends materials valued at 250 gp per level of the spell to be invested.

RECHARGE STAFF [ITEM CREATION]

You have the ability to transfer your arcane power into your imbued staff, recharging it.

Prerequisites: Caster level 12th, Craft Staff, ability to imbue a staff

Benefit: You may, as a standard action, expend any of your prepared spells or unused spell slots to add charges to your imbued staff. For every five spell levels expended in this way, add one charge to your imbued



staff. Cantrips cannot be expended in this way. Your imbued staff must be enchanted with spells that consume charges for this feat to have any effect. Your staff cannot exceed 50 charges through this ability.

Special: If the imbued staff is ever destroyed, the ability to use this feat is lost until a new staff is imbued.

Crafting a Staff

In general, creating a magical staff should be a labor of love for a wizard. Even if it is not imbued, the connection between wizard and staff is very strong. A staff created with the Craft Staff feat isn't something likely to be produced in quantity—each staff is a unique work of mystical and mundane art.

Take care to insure that a staff's powers are closely related and work together. Choose related concepts: shadow and fear, or water and ice, for example. Use the sample staffs on page 243 the *DUNGEON MASTER'S Guide* and the article "Staffs of

Power" from *DUNGEON* #127 for inspiration. Once the concept is secure, work with your DM to define building materials embodying the essence of the powers your staff will hold. A staff containing the spells *enervation* and *shadow walk* for instance might require the collection of a rose that died while in the shadow of a vampire. A staff for controlling treants could require the collection and compositing of wood from each type of tree in a forest.

Even while you are working out the gold and experience costs with your Dungeon Master, bear in mind that the staff is more than just its power—it is likely to be the most challenging endeavor of a character's career.

Enhancing an Imbued Staff

A wizard with the Craft Staff feat wishing to add powers to her imbued staff as if it were a normal staff (*DUNGEON MASTER'S Guide*

page 287) may do so, however all costs associated with its creation are increased by 20%. This reflects the difficulty in overlaying the newer abilities with the existing powers. A staff crafted in this manner is created with 50 charges. It retains any imbued powers and its magical nature, even after the charges are expended.

Conclusion

There are many options for a wizard and her staff, a few of which are presented here. Spend some time reflecting on your wizard's relationship with the archetypes of old, and how she views this most vital accoutrement. Consider carefully the wood, the shape, and the ornamentation of her staff, as it will likely be the first thing other characters in her world notice, and will naturally reflect the caster's personality. It is the details that give any character life—your wizard, her life, and her description are only as rich as you make them. ■

FULL FRONTAL NERDITY by Aaron Williams



<http://www.nodwick.com>





Drunkards & Flagons

Fantasy's Deadliest Spirits

Since the origin of the genre, alcohol has always played a large (yet often overlooked) role in stories of heroic fantasy. How many groups of intrepid adventurers came together due, in large part, to the bonds forged between would-be heroes who just happen to meet in a bar? How many adventures begin with the approach of a mysterious individual while the PCs enjoy a mug of ale at the local tavern? These two old standbys of gaming myth were not created purely by chance. The tavern is a place for PCs to exchange gossip with locals, gather information, tell tales of their exploits, divide their spoils, toast their conquests, and drown their failures. It is a safe place for adventurers to take a break from their hectic lives and down a pint or two.

Often, when the heroes belly-up to the bar for a well-earned drink, the bartender's wide variety of beverages consists of little more than ale, wine, and water. Ordering up a pint of drowned man stout and a shot of firebelly goes a long way to creating a rich environment, one that your players are sure to remember a lot more than the mug of ale they can get in any other campaign.

ANCIENT HISTORY

The history of human civilization is deeply intertwined with the production of alcohol. Words like sake, pulque, wine, kumis, samshu, ale, sahti, sikim, and suk dot the cultural history of the human race like road markers. Almost every culture, irrespective of geographic location, developed some form of fermented beverage. The oldest of all alcoholic beverages is undoubtedly beer. Archaeologists postulate that the first beer resulted from fermentation that occurred in improperly stored bread. Excavations of sites dating back to at least 10,000 BCE found evidence of domesticated grains that prehistoric man might have used to make beer.

The earliest historical evidence of brewing comes from the kingdom of Sumeria in 3400 BCE. The Sumerians considered beer to be not only a refreshing beverage but also a vital source of nutrients. Beers of this time were cloudy and had to be drunk through a straw due to the inability of ancient brewers to remove grain husks. Tablets recovered from Sumerian temple sites show that beer played a vital role in religious ceremonies and funerary rights. The Sumerian pantheon even boasted a goddess of beer named Ninkasi. Tablets recovered from temples dedicated to the worship of Ninkasi contain prayers that detail brewing instructions.

Through trade and conquest the knowledge of brewing spread to other ancient civilizations.

Babylonia, Mesopotamia, and Egypt also possessed knowledge of brewing techniques. The ancient Egyptians ascribed medicinal qualities to beer, using it to heal aches and pains and to ward off sickness. Their texts describe more than twenty varieties with titles such as "Iron Beer," "Friend's Beer," and "The Beer of the Protector." Although the Egyptians used beer in rituals and as funerary offerings, they also used it as a form of currency. The salaries of many Egyptian laborers were paid with loaves of bread and jugs of beer. The Egyptians did not consider drunkenness to be harmful to society. In fact, overindulgence was considered to be an integral part of many banquets and religious festivals. Wall paintings found at the Necropolis at Ben-Hasan attest to this fact, depicting scenes of Egyptian men being carried home after a banquet as well as slaves caring for their inebriated masters and mistresses.

Contact with the Egyptians spread the knowledge of beer to Greece and Rome, where it was considered to be an integral part of daily life. Although by and large wine was considered by both societies to be the drink of the elite,

it is evident that beer was an important staple of the lower classes. Beer's importance in Early Roman society is proven by coins minted in the 6th century that depict crossed sheaves of barley. In later Roman times, however, beer became associated with barbarism as the Germanic peoples on the periphery of the Empire brewed it. Consequently, wine replaced beer as the drink of the new republic.

BEER IN THE MIDDLE AGES

After the fall of Rome, during the Dark Ages, brewing was practiced throughout Europe, Central Asia, and Northern Africa. Until the High Middle Ages the brewing of beer was considered to be a domestic chore and thus performed mainly by women. The term "brewster" (referring to a female brewer) actually preceded the masculine title by several hundred years. About this time, under the reign of Charlemagne, the first large-scale brewing operations began in Christian monasteries, which often boasted several breweries within just one building. By adding gruit (a predecessor of hops) to the ale monks found that they could produce different tastes, colors, and textures. Ale consumption was widespread in medieval Europe where, due to the unsanitary conditions in many villages and towns, ale was actually considered safer than water. During the later Middle Ages the practice of brewing became so widespread that it was regulated by guilds that controlled not only the breweries but also most taverns as well.

BEER AND BREWING

Beer is produced by the fermentation of starches from grains or other plants. The exact ingredients used to brew beer vary depending on the time period and place it is being brewed. The most common ingredient in beer is barley, although oats, corn, heather, rice, and even bananas

are used by different cultures. The ingredients are mixed with heated water to form mash and left to ferment. The resulting mixture is then strained, boiled, and combined with various other ingredients such as hops, herbs, or spices. Finally, yeast is added and the beer is left to finish the fermenting process.

Modern beer comes in many different varieties, the two most common being ale and lager. Although

ture. This provides lager with a lighter golden color. Variations on these two themes are many, but ale and lager retain their popularity even today.

THE ORIGINS OF LIQUOR

Unlike the history of brewing, the origins of distillation are hazy at best. Many ancient societies practiced the art of distillation, although not all of them applied the knowledge to the production of alcohol. The

technique of distilling alcohol from fermented beverages is thought to have originated in Babylonia around 400 BCE. The Babylonians found that by storing heated beer in specially made clay jugs it was possible to collect very small amounts of distilled alcohol as the beer cooled. Unfortunately, this process was extremely labor intensive and yielded only small quantities of liquor. The Babylonians used the resulting alcohol for the production of perfumes. There is no indication that it was drunk.

The emergence of liquor as a beverage can be traced back to the Middle East. The invention of the first alembic still is credited to the Islamic alchemist Jabir

ibn Hayyan in the early 8th century. The alembic still operates by exploiting the different boiling points of water and alcohol. By heating a fermented beverage (such as wine) and condensing the alcohol vapors in a cooled collector the still was able to produce larger quantities of alcohol more efficiently than ever before. Distilled liquors were widely consumed in the Middle East and spread to Europe in the early 10th century through trade. A



both of these beers contain similar ingredients, their differences can be attributed to the type of yeast used in their creation and the temperature at which they are brewed. Ale comes from the use of top-fermenting yeast that ferments at room temperature and diffuses through the brew to produce a darker beer. Lager, on the other hand, uses bottom-fermenting yeast that ferments at colder temperatures and does not diffuse through the mix-

century or so later, the first crusaders returned to Europe bringing distillation technology with them.

Many different nations in medieval Europe soon adapted liquor. At first only apothecaries, who valued it for its medicinal qualities, produced it in large quantities. In the late 12th century the distillation of liquor passed from the domain of apothecaries and alchemists into that of vintners and brewers. It is here that arise the beginnings of local liquors such as Irish whiskey and German brandy. At first the consumption of alcohol did not nearly equal that of beer and wine. With the outbreak of the Black Death in the 14th century however, strong alcoholic drinks gained favor as a means of combating the plague. Toward the end of the 14th century a process of distilling liquor from other grains was developed. This drastically cheapened the price of alcohol and gave birth to a number of other spirits. It was at this time that the creation

of alcohol became the province of the distiller, and the production of liquors became firmly intertwined with the thread of Western civilization.

ALCOHOL IN FANTASY

Throughout history humanity used beer and liquor not just as social lubricants, but also in medicine, trade, alchemy, and even religious rites. These themes are easily adapted to a fantasy setting, providing the impetus for any number of adventure ideas. The many religions and societies in a fantasy setting might view the consumption of alcohol in very different ways. Some societies might use alcohol as a commodity to trade with wild tribes of barbarians, while others might see it as a beverage fit only for civilized society. Various religions might advocate temperance, punishing those who fall prey to the lure of drink, while others might use alcohol heavily in their rituals. In your campaign alcohol can be a source of camaraderie or conflict.

The brews described herein are but a few examples of how beer and liquor can be adapted to a fantasy setting. All of these concoctions are magical or alchemical in nature, requiring special skills to create.

ALCHEMICAL BREWS

The following selection of brews are made using Craft (alchemy), although DMs might wish to give those with 5 or more ranks in Profession (brewing) a +2 synergy bonus on the check. Although these quantities are given in terms of single servings, large batches can be easily produced. A bottle is assumed to hold 2 flagons, 4 glasses, or 12 shots of liquid. A waterskin holds twice this amount. A barrel holds 150 flagons, 300 glasses, or 900 shots of liquid.

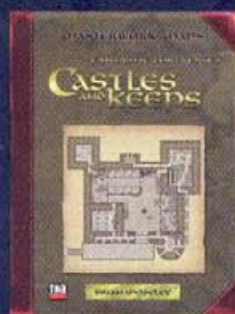
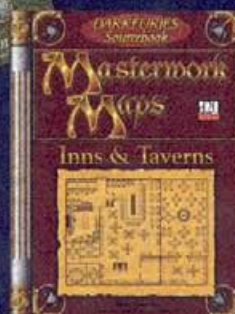
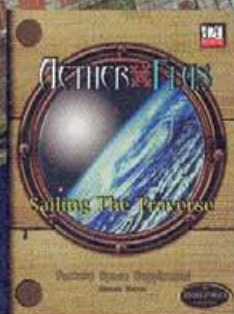
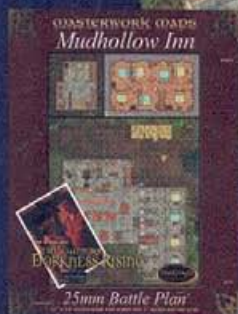
Burrfoot's Nut Brown Ale: This full-bodied ale is based on a recipe first attributed to Nedelmeier Burrfoot, a halfling brewmaster of great renown. Burrfoot's nut brown ale has long been used as a social lubricant among both halflings and

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Alchemical Brew	Cost	Craft (alchemy) DC	Weight
Burrfoot's nut brown ale (flagon)	20 gp	20	1 lb.
Dwarven grave ale (flagon)	50 gp	25	1 lb.
Evermead (glass)	200 gp	30	1/2 lb.
Firebelly (shot)	2 gp	20	1/4 lb.
Goodale (flagon)	10 gp	20	1 lb.

taller races. "Burrfoot's," as it is commonly referred to, is different from standard tavern-fare as, in addition to the regular effects of alcohol, it also produces a mild euphoria in its drinkers. This quality is attributed to the secret recipe that Nedelmeier's descendants still follow faithfully to this day. Halflings claim that a flagon of Burrfoot's will mellow even the most taciturn dwarf, so long as he keeps drinking. Although the qualities of burrfoot's are not as miraculous as its proponents claim, more than one argument has been settled over a flagon or two. Any individual who drinks at least one pint of Burrfoot's nut brown ale takes a -2 penalty on all Sense Motive checks but gains a +2 alchemical bonus on all Diplomacy checks for the next 30 minutes. If the drinker wishes to resist these effects he must succeed at a Fortitude save (DC 10 +2 for every additional flagon drunk). The effects are not cumulative.

Dwarven Grave Ale: When a great dwarven hero dies, skilled brewers are commissioned to create a signature ale to commemorate his passing. These recipes are created and brewed only once, and each is tailored specifically to the deceased's personality and exploits. Once the brew is finished it is stored in specially made barrels embellished with carved scenes of the hero's famous deeds. These barrels are given to the hero's friends and family as tokens of remembrance. Highly prized, dwarven grave ale is said to imbue those who drink it with the courage of the dwarven hero to whom it is dedicated. Any individual who imbibes at least one flagon of grave ale gains a +2 alchemical bonus on all saves made against fear effects and a +1 alchemical bonus on attack and damage rolls for the next 10 minutes.

Evermead: This pale golden liquor is a favorite of elves, who value it for both its sweet flavorful bouquet as well as its many subtle undertones. Individuals who drink even one glass of evermead are suffused for a short while with youthful vigor, freed from the infirmities of old age. Brewed from honey collected during the early spring from bees allowed access only to certain types of flowers, then combined with a number of wild spices, the brew is left to ferment in living trees shaped through use of the *wood shape* spell. After no less than a decade of fermentation the tree is tapped and the resulting evermead is strained, bottled, and prepared for consumption.

Although appreciated by elves for its taste, evermead is particularly sought after by nonelves for its ability to alleviate the effects of age. Although the drinker does not actually become younger, any individual who imbibes at least one glass of evermead loses all detrimental physical penalties to Strength, Dexterity, and Constitution applied as a result of the drinker's age. Drinking evermead dispels only the negative effects of old age, bonuses accrued as a result of old age to Wisdom, Intelligence, and Charisma, as well as any other positive effects of age (dragon age categories for instance) remain unaffected. Individuals drinking evermead still age naturally and consequently it will not stave off natural death, nor any supernatural aging. This effect lasts for 12 hours per glass drunk.

Firebelly: A harsh liquor distilled by inhabitants of cold climates, firebelly is prized—by those who can keep it down—for the resistance to frigid temperatures it grants. As a result,



a bottle or two is considered to be essential gear for any who plan on braving arctic climes. Imbibing one shot of firebelly grants the drinker a +4 alchemical bonus on all Fortitude saves against nonlethal damage dealt by nonmagical cold for the next hour. Drinking additional glasses provides no further enhancement, however the original bonus may be maintained by continuing to drink at least one shot an hour.

Goodale: The common name given to a variety of ales brewed in good-aligned monasteries, goodale is valued not only for its light refreshing taste but also its mild recuperative powers. A favorite of travelers, farmers, and pilgrims, goodale is also highly sought after by generals as it allows their troops to march longer distances before becoming tired. Drinking a pint of goodale removes all penalties associated with normal fatigue (it has no effect on exhaustion or magically induced fatigue). In addition, a regular daily ration of goodale grants individuals marching overland a

+2 alchemical bonus on all Constitution checks made to avoid nonlethal damage from a forced march.

MAGIC BREWS

The following brews are crafted like any other magic item, most requiring the Craft Wondrous Item feat to complete. As with the alchemical brews, the prices listed for these items are per use. Multiplying the price and costs appropriately can create larger quantities.

Beer of Eternity: This is a type of ancient beer used in burial rites by a number of primitive human societies. Gifts of *beer of eternity* and other worldly goods were often buried along with the deceased in order to placate its spirit and speed its journey to the afterlife. Although these ancient societies are long gone, recipes for *beer of eternity* have survived, carved on stone tablets or on the walls of tombs. *Beer of eternity* is exceedingly hard to brew, as it requires the brewer to impregnate the mixture with positive energy through a series of rituals and prayers.

Due to its association with natural death *beer of eternity* deals damage to undead who come in contact with it (treat as holy water). In addition, any living creature who drinks at least one flagon of *beer of eternity* becomes invisible to all undead, although intelligent undead receive a DC 11 Will save to see through the illusion. This effect lasts for 1 hour. Finally, drinking a flagon of *beer of eternity* removes one negative level from the imbiber.

Moderate conjuration; CL 7th; Craft Wondrous Item, *invisibility to undead*, *restoration*; Price 750 gp.

Drowned Man Stout: Enjoyed by orcs and other evil humanoids, this dark full-bodied ale was discovered almost purely by accident by the orc chieftain Shamash "the Gullet." A mighty warlord, Shamash combined his fondness for wanton violence and strong drink to invent a particularly gruesome method of executing captured enemies. Each prisoner was placed inside a large wooden barrel into which Shamash's followers poured his favorite ale. The barrels were then sealed up and watched carefully until the struggles of the unfortunate victims subsided. Shamash and his minions found the resulting beer acquired a heady quality and distinct flavorful finish that it had not possessed before. The orcs of Shamash's horde also claimed that the brew increased their resilience to damage and would often down a flagon or two before entering combat. Although Shamash was eventually slain by an intrepid band of adventurers his legacy lives on in the form of his favorite beverage. Any individual who imbibes a flagon of *drowned man stout* gains a

number of temporary hit points equal to the Hit Dice of the individual drowned in the beer (minimum of 1 hit point up to a maximum of 10). These temporary hit points last for 3 hours or until lost. Drinking more than one flagon of *drowned man stout* during one 3 hour period has no effect.

Faint necromancy; CL 3rd; Craft Wondrous Item, *false life*; Price 300 gp.

Mage's Brew: This thick nutty liqueur was developed by a gnome



enchanter who wished to create an alcoholic beverage he could sip while perusing spellbooks that would give him the feeling of slight inebriation without interfering with his concentration or spellcasting. Several years of experimentation with arcane brewing techniques and magically cultured yeasts produced a cocktail that did not interfere with the drinker's concentration, instead enhancing it for a brief period. The recipe for *mage's brew* has spread throughout the scholarly community and has become so popular in some areas that wizarding schools curtail its distribution to keep ambitious apprentices from abusing its attention-focusing qualities. *Mage's brew* has none of the detrimental effects of mundane alcohol. Any individual drinking a glass of *mage's brew* gains a +2 enhancement bonus on all Concentration and Knowledge checks for 1 hour. Drinking more than one glass extends this duration, but has no further effect.

Faint transmutation; CL 3rd; Craft Wondrous Item, *bear's endurance*, *fox's cunning*; Price 80 gp.

Oathbeer: Used by dwarves as part of a highly ritualized ceremony to seal important pledges and pacts, the sharing of a flagon of *oathbeer* between individuals is a sign of friendship and devotion. The ceremony for drinking *oathbeer* requires the services of a cleric of any lawful faith who must approve of the oath to be sworn. After each individual swearing the oath has shed blood into the beer the oath is sworn and the cup passed around. *Oathbeer* binds all those who drink it to the bonds of the oath, so long as they partake of their own free will. If any of the drinkers knowingly and willfully breaks the bond, that individual suffers from the effects of a *bestow curse* spell (whose effects are usually determined at the time the oath is sworn) and all of the other drinkers become instantly aware of the betrayal. One pint of *oathbeer* is enough for ten individuals to swear by.

Strong enchantment; CL 8th; Craft Wondrous Item, *bestow curse*; Price 3,000 gp.


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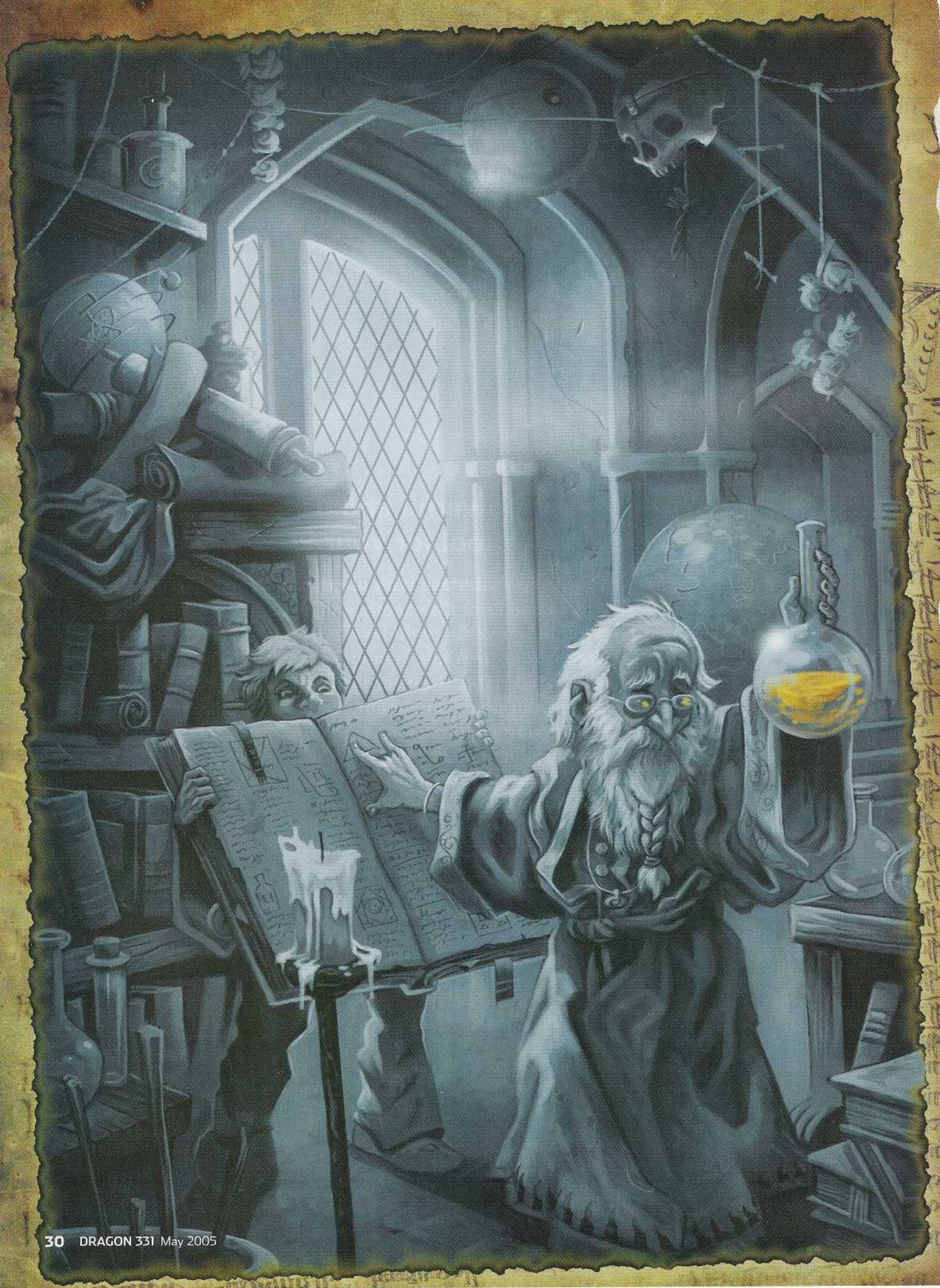
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ALCHEMICAL Charms

DEVILS, DEMONS, AND VAMPIRES BEWARE

"A pittance to protect you from evil?"

"I am evil!"

-Subotai and the charm seller, *Conan the Barbarian*

Folklore and mythology brim with tales of charms, philters, amulets, and rituals to help ward off the influence of the supernatural. Garlic, holy symbols, and mirrors help against vampires and wolfsbane protects against werewolves and their ilk. These items warded people against the fear of the unknown and provided a measure of security in a dangerous and mysterious world. As these tales spread, more and more items were added to the list of charms against the supernatural.

In D&D these horrors pose an all-too-real threat to both hearty adventurers and lowly peasants alike. With such monsters lurking about the power to combat evil becomes even more necessary, especially for those who cannot afford magic. Thus, people turn to alchemical and natural charms for aid. From major cities to tiny, isolated villages, the common folk use these items to ward against everything from diseases to devils.

RULES FOR VULNERABILITIES

Alchemical charms are nonmagical items that protect their wearer from certain creatures and creature types. Charms protect the bearer by using a substance that harms or suppresses a creature's power. These creatures are considered



vulnerable to the substance. Creatures are vulnerable to any substance that repulses them or bypasses their damage reduction. If multiple substances can overcome a creature's damage reduction, that creature is vulnerable to charms of any material that overcomes its damage reduction—unless both are required to overcome its damage reduction (instead of one or the other). For example, a

bearded devil has damage reduction 5/silver or good, making it vulnerable to either silver or good. A more powerful creature like a horned devil, which has damage reduction 10/good and silver, is only vulnerable to a charm that is both good and silver.

TYPES OF ITEMS

These items are divided into two groups: charms and draughts. Small amulets used by common folk to drive off certain creatures, charms are used to perform a touch attack against vulnerable creatures, causing them to burn and blister in response to the contact. They are not considered magical items, however, and thus do not take up an item slot. Charms must be drawn like any other weapon and boil away into nothingness when successfully used.

BEHIND THE CURTAIN: VULNERABILITIES

This article presents a straightforward vulnerability system which requires little integration to use with existing monsters. If a monster has the appropriate damage reduction, then it is vulnerable. DMs wishing to add more flavor to their world can assign these vulnerabilities to creatures without damage reduction. For example, cold iron traditionally harms fey, but the weaker varieties lack damage reduction. Feel free to assign the cold iron vulnerability to all fey, or assign one of the existing vulnerabilities to some other creatures. This article only uses substances and properties that already exist in the D&D rules; however, DMs are encouraged to add other vulnerabilities. Simple things like fire, salt, or other exotic components—like the hair of a chimera—can all serve to add a unique flair to the campaign world when used as the basis for charms.

ALCHEMICAL ITEMS

Item	Cost	Weight
Anti-disease tonic	100 gp	—
Charm, axiomatic/anarchic	30 gp	1 lb.
Charm, cold iron	30 gp	1 lb.
Charm, combination	40 gp	1 lb.
Charm, garlic	5 gp	1 lb.
Charm, holy/unholy	30 gp	1 lb.
Charm, silver	30 gp	1 lb.
Draught, axiomatic/anarchic	50 gp	—
Draught, cold iron	75 gp	—
Draught, combination	150 gp	—
Draught, garlic	50 gp	—
Draught, holy/unholy	50 gp	—
Draught, silver	75 gp	—
Wolfsbane	5 gp	—

Alchemical potions, known as draughts, fortify the imbiber against a creature vulnerable to the draught's specific ingredients. Alchemists use a secret process to combine rare metals or liquids with herbs, oils, and other ingredients to create a potent concoction. Once imbibed, the draught lasts for 1 hour and provides the user a +2 alchemical bonus on saves versus the spells and abilities of creatures vulnerable to it. A person can only be under the effect of one draught at a time.

These items are listed below, sorted by material.

Anarchic Charm: The anarchic charm commonly looks like a swirling mass of ribbons tied to a colorful leather cord. An anarchic charm can be used to perform a touch attack against a creature vulnerable to chaos. This touch deals 1d6 points of damage to the creature and destroys the amulet. In addition, the target must succeed at a DC 14 Will save or be shaken for 1d4 rounds.

Anti-disease Tonic: Legends place the tongue of an otyugh on the ingredients list of this alchemical elixir, which fortifies the body to withstand disease. It provides a +5 alchemical bonus on the imbiber's saves against disease for one day.

Axiomatic Charm: The opposite of anarchic charms, axiomatic charms are usually geometric shapes secured to a fine steel chain. An axiomatic charm can be used to perform a touch attack against a creature vulnerable to law. This touch deals 1d6 points of damage to the creature and destroys the amulet. In addition, the target must succeed at a DC 14 Will save or be shaken for 1d4 rounds.

Cold Iron Charm: Cold iron lends itself well to charms and draughts used against fey or demons. Often shaped like a horseshoe, a cold iron charm can be used to perform a touch attack against a creature vulnerable to cold iron. This touch deals 1d6 points of damage to the creature and destroys the amulet. In addition, the target must succeed at a DC 14 Will save or be shaken for 1d4 rounds.

Cold Iron Draught: This elixir combines small amounts of cold iron with



rare herbs and oils. It has a bluish tinge to it and an unpleasant metallic after-taste. A cold iron draught provides the imbiber a +2 alchemical bonus on saves made against the spells and abilities of creatures vulnerable to cold iron. This effect lasts for 1 hour.

Combination Charm: Charms like silver holy symbols combine the properties of an alchemical metal (silver or cold iron) with the power of an aligned charm (anarchic, axiomatic, holy, or unholy). A combination charm can be used to perform a touch attack against a creature vulnerable to either one or both of the charm's properties. This touch deals 1d6 points of damage to the creature and destroys the amulet. In addition, the target must succeed at a DC 14 Will save or be shaken for 1d4 rounds. The wealthy turn these symbols into elaborate affairs encrusted with jewels and inlaid with gilt runes.

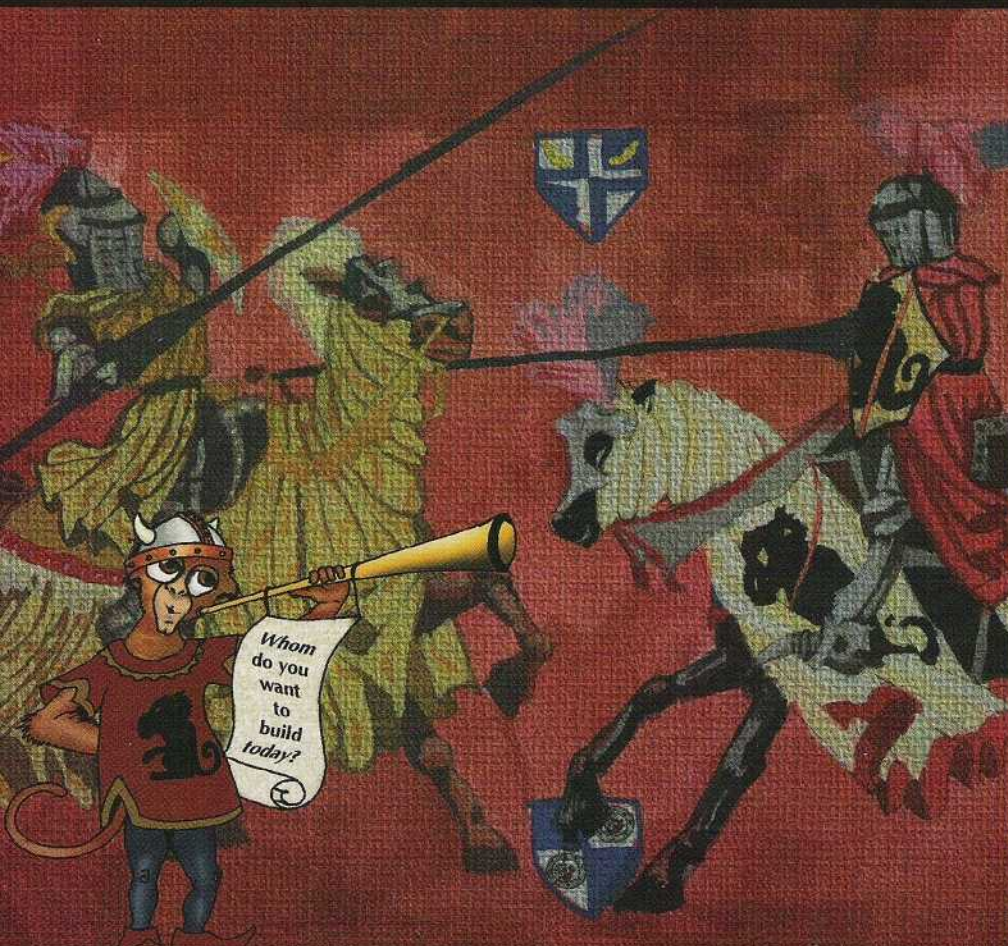
Combination Draught: A potent blend of two draughts, the combination draught provides the best of both worlds, protecting the imbiber against

creatures vulnerable to both an alchemical metal (silver or cold iron) and the power of an alignment (anarchic, axiomatic, holy, or unholy). A combination draught provides the imbiber a +2 alchemical bonus on saves made against the spells and abilities of creatures vulnerable to either or both of its components. This effect lasts for 1 hour.

Garlic Charm: The simplest of charms, this item is usually nothing more than a braided strand of garlic bulbs brushed with holy water. It serves as a potent defense against vampires and other creatures repulsed by the herb, making it quite common in areas beset by these undead. A garlic charm can be used to perform a touch attack against a creature repulsed by garlic. This touch deals 1d6 points of damage to the creature and destroys the amulet. In addition, the target must suc-

ceed at a DC 14 Will save or be shaken for 1d4 rounds.

Garlic Draught: A flavorful brew of garlic and holy water, the garlic draught provides the repelling power of garlic in liquid form. Although hardly a boon in social situations, it proves itself invaluable when combating vampires. A garlic draught provides the imbiber a +2 alchemical



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bonus on saves made against the spells and abilities of creatures repulsed by garlic. This effect lasts for 1 hour.

Holy Charm: The standard wooden holy symbol of the sort worn by clerics and paladins is also effective against evil creatures such as demons and undead when properly consecrated by one of faith. In addition to serving as a divine focus, a holy charm can be used to perform a touch attack against a creature vulnerable to good. This touch deals 1d6 points of damage to the creature and destroys the symbol. In addition, the target must succeed at a DC 14 Will save or be shaken for 1d4 rounds.

Holy Draught: A mixture of rare herbs and specially prepared holy water, the holy draught serves as a staple for those who battle the undead. It tastes sweet, almost cloyingly so. A holy draught provides the imbiber a +2 alchemical bonus on saves made against the spells and abilities of creatures vulnerable to good. This effect lasts for 1 hour.

Silver Charm: Alchemists use silver in charms and draughts as protection against devils and the like. A silver charm can be used to perform a touch attack against a creature vulnerable to silver. This touch deals 1d6 points of damage to the creature and destroys the amulet. In addition, the target must succeed at a DC 14 Will save or be shaken for 1d4 rounds.

Silver Draught: This swirling mix of silver and rare minerals offers the protection of a silver charm in a draught. Frequently imbibed by lycanthrope hunters, it also protects against weaker devils. A silver draught provides the user a +2 alchemical bonus on saves made against the spells and abilities of creatures vulnerable to silver. It also applies to saves against contracting lycanthropy. This effect lasts for 1 hour.

Unholy Charm: Unholy charms function exactly like holy charms but in reverse, allowing a touch attack against creatures vulnerable to evil. This touch deals 1d6 points of damage to the creature and destroys the amulet. In addition, the target must succeed at a DC 14 Will save or be shaken for 1d4 rounds. Unholy charms are

Item	Craft Skill	Craft DC
Garlic charm	Alchemy	15
Anarchic charm*, axiomatic charm*, cold iron charm, garlic draught, holy charm*, silver charm, or unholy charm*	Alchemy	20
Anarchic draught*, anti-disease tonic, axiomatic draught*, cold iron draught, combination charm*, holy draught*, silver draught, or unholy draught*	Alchemy	25
Combination draught*	Alchemy	28

*In addition, ingredients for these items must be blessed by a divine spellcaster of the appropriate alignment to function. This involves a simple prayer, not an actual spell.

often fashioned as unholy symbols, or sometimes merely as a disturbing image, such as a demonic skull.

Unholy Draught: Unholy draughts function exactly like holy draughts but in reverse, granting a +2 alchemical bonus on saves made against the spells and abilities of creatures vulnerable to evil for 1 hour.

Wolfsbane: Also called belladonna, this toxic plant allegedly repels lycanthropes. In addition to its standard effect in curing an afflicted lycanthrope (see lycanthrope in the *Monster Manual*), wolfsbane can also repel a lycanthrope if used as a weapon. Striking a lycanthrope with the plant requires a reasonably fresh sprig (picked within the last week), and a successful touch attack. The creature must then make a DC 12 Will save or flee for 1d4 rounds, as if affected by the spell *cause fear*. A successful use of the plant destroys it.

CRAFTING ALCHEMICAL ITEMS

Creating charms uses the standard Craft rules presented on page 70 of the *Player's Handbook*. The DC for creating the items presented in this article are provided on the included table. Like any alchemical creation, charms require alchemical equipment and a spellcaster to craft. Wolfsbane does not require any alchemical treatments, but the plant must be reasonably fresh to function (picked within the last week). A DC 15 Knowledge (nature) or Survival check is required to find and harvest wolfsbane in the wilderness correctly.

ECOLOGY AND SOCIETY

In a society where alchemical charms exist, people rely on charm sellers to protect them against both real and supposed dangers. Almost every village and hamlet possesses a simple wise-woman or knowledgeable hermit, an elder versed in the use of charms and amulets. A DC 20 Knowledge (arcana), Knowledge (religion), or hardic knowledge check reveals the properties of the common, non-magical charms. The typical village alchemist has ranks in one or more of these skills, and perhaps some Craft (alchemy) ranks to create the items, although that role might rest with a separate, regional alchemist.

Nearly every charm peddler in any fantasy city sells common charms. In addition, temples commonly sell holy symbols as a means to protect people from evil. More obscure charms and magic versions of common charms usually remain out of reach for all but the rich and powerful. While sages and nobles publicly scoff at the public use of charms, quite a few privately acknowledge some value to this practice.

Let the style of your campaign determine how practitioners of divine magic see these items. In some worlds, clerics view these items as beneficial, driving away evil and other dangerous creatures. However, these items infringe on religions' traditional role of protecting the people, and as such some religions might view charms as a form of competition. ▀

The FIRES of Alchemy

ALCHEMIST'S FIRE EXPLORED



Jets of liquid fire spew from the draconic maw, splashing across the deck, rigging, and crew of the barbarian ship. The hiss and roar of flames fills the air—along with shrieks of pain—as the burnt and terrorized men try to douse the hellish spittle by jumping into the sea. Thick, oily smoke stings the eyes and obscures the nightmarish suffering, but the cries of the wretched cannot be silenced and the horrible smell cannot be overcome.

This scene is derived from the accounts of clashes between the Byzantine navy and flotillas of Russian raiders on the Black Sea in the 10th century. Several imperial Byzantine ships were equipped with stylized metal tubes (molded to appear as dragons or other fantastic creatures) capable of squirting streams of sticky, flaming oil—Greek fire. This medieval forerunner of napalm was responsible for devastating enemy ships time and again.

Greek fire currently exists in the D&D game as flasks of alchemist's fire, but a world of magic and dragons might have a greater variety of incendiaries. This article reviews the real-world history of this terrible weapon and offers rules and suggestions on how to incorporate it into any campaign.

A Short History of Greek Fire

Incendiary weapons had been used in warfare for more than a thousand years before the Byzantine period of the East Roman Empire, but the use of these volatile weapons was perhaps the most notorious during this period. It could be sprayed, much like the flamethrowers of the 20th century, and it could also be stored in assorted containers and hurled by hand, staff sling, or catapult. The appellation "Greek fire" actually refers to several different volatile mixtures that evolved between the 7th and 12th centuries in the Middle East, and is not really restricted to those employed by the Byzantine Empire. Other names include wet fire, artificial fire, and molten fire. Kallinikos, a Syrian architect, is credited with creating the original formula around 673 CE.

Although recipes varied, each explosive concoction usually included one or more of the following: naptha, pitch, quicklime, or saltpeter. Naptha, a petroleum derivative (used in gasoline today), was an essential element, as it is both liquid and flammable. Pitch provided a nasty adhesive quality to the oil, while saltpeter might have caused some compounds to abruptly combust. The mixtures that included quicklime burst into flames upon contact with water, making them major assets in any naval conflict.

In fact, the Byzantines knew Greek fire as sea fire for this very reason and considered these formulas to be state secrets.

Greek fire was employed in naval and siege warfare but was rarely used on open battlefields. Tactical factors prevented the weapon from surviving the ebb and flow of a land conflict. For example, to deliver significant quantities of the deadly liquid, bulky slow-moving equipment such as a siphon projector or catapult was needed. Grenadiers armed with flasks needed to engage their targets at relatively close range and suffered in mobility if they carried a large supply of ammunition. Bulky siege artillery and awkward pottery missiles rarely belonged in the battles of Eastern Europe, which often involved highly mobile cavalry forces.

The Byzantine navy equipped special ships, called *siphonophores*, with the pumps and projector tubes required to spray wet fire. Based on contemporary historical texts and illustrations, projector tubes were mounted on the prows of *siphonophores* atop raised decks or platforms so they could discharge the burning liquid down onto enemy boats. Some metal tube projectors spewed fire that was forced from bellows, while smaller projectors were actually syringe devices. All other ships in the Byzantine navy were supposed to carry pots of Greek fire and other incendiaries for throwing or catapulting at enemy ships. Whenever possible, imperial fleets attempted to surround enemy formations, sheering their oars and setting their boats and the sea around them on fire.

A Short History of Incendiaries in D&D

Adventurers and their adversaries have been using incendiaries throughout the entire history of *DUNGEONS & DRAGONS*. While a red dragon's breath, a wizard's *fireball*, and blazing dungeon traps are the epitome of this dangerous element in the game, there have been some mundane and not-so-mundane



real-world examples of Greek fire sprinkled into play. In first edition AD&D, characters hurled flaming oil flasks at enemies, but by second edition, PCs could actually purchase flasks of Greek fire (despite the fact that neither *GREYHAWK* nor the *FORGOTTEN REALMS* included Greece), which was stickier and nastier than regular oil. By third edition, Greek fire became alchemist's fire, and it exploded upon contact with air. A cart-mounted siphon projector appeared in the first edition module *A1: Slave Pits of the Undercity*. While the flame-throwing cart might have seemed like a fantastic item for the technology level of the game, real world examples indicated otherwise.

Alchemist's Fire and Dungeon Delving

While characters might use (or be targeted by) siphon projectors or firebombing catapults on a ship or castle tower, more often they find themselves engaged in some underground tunnel exchanging volleys of alchemist's fire amidst the chaos of close quarters combat.

Alchemist's fire is a great weapon, both for player characters and their foes, especially at lower levels of play. It takes no skill to use, only requires a successful ranged touch attack to score a direct hit, and is an expedient substitute for spells such as *burning hands*, *flaming sphere*,

and *pyrotechnics*. A direct hit can be devastating even to a tough fighter or burly creature. Even splash damage is enough to threaten creatures that have fewer than 10 hit points.

Many of the natural (and not so natural) inhabitants of dungeon environments loathe fire, and it is often best to use flaming missiles instead of touching some of these horrors if at all possible. Creatures of the ooze, plant, vermin, and undead types rarely have good Reflex saving throws, making it very hard for the target of a direct hit to extinguish the flames. Spiders and centipedes, with their good Dexterity scores, do not fall victim as easily as other vermin, but fire attacks are still superb weapons to use against them. Swarms are especially vulnerable to alchemist's fire, taking half again as much damage from area-affect spells and splash weapons. Even at higher levels of play, characters might find it better to use this simple weapon instead of wasting powerful spells on what might be considered tricky nuisance monsters.

New Equipment and Magic Items

Following are new alchemical substances, siege artillery, and magic items inspired by Greek fire and its numerous variants.

Special Substance	Cost	Craft (alchemy) DC	Weight
Alchemist's fire bullet	20 gp	20	1/2 lb.
Burning dust	40 gp	25	1 lb.
Long-burning alchemist's fire	30 gp	25	1 lb.
Wet fire	25 gp	20	1 lb.

New Special Substances

These items are alchemical in nature and each requires ranks in Craft (alchemy) to create.

Alchemist's Fire Bullet: This small glass sphere contains alchemist's fire and can be used as a sling missile. When it strikes a target, a flame bullet shatters, dealing 1d4 points of fire damage in addition to the normal damage from the sling bullet. The target takes an additional 1d4 points of fire damage on the following round unless the fire is extinguished, as with normal alchemist's fire. These bullets are larger than normal, imposing a -2 penalty on attack rolls made using them.

Burning Dust: Stored in small ceramic containers, this white or ashen dust hampers vision and breathing. This grenade can be thrown at a 5-foot square (AC 5). Any creature within 5 feet of the target square must make a successful DC 12 Fortitude saving throw or be blinded and sickened for 1d6 rounds. Creatures with any resistance to fire or immunity to critical hits are unaffected by burning dust.

Long-Burning Alchemist's Fire: This substance has all the standard qualities of alchemist's fire except that it burns for 2 additional rounds after a direct hit instead of 1. The DC to extinguish long-burning alchemist's fire is 17.

Wet Fire: Adding quicklime to a regular pint of oil turns it into a special substance, similar to alchemist's fire but ignited by exposure to water or fire instead of air. Burning wet fire deals fire damage exactly as alchemist's fire, but it is more difficult to extinguish. Immersion in a

body of water does not automatically quell the flames, but the action provides a +2 circumstance bonus on the Reflex save to extinguish the fire. Wet fire grenades contain two chambers, one filled with wet fire, the other with water to get the fire started.

New Siege Engines and Ammunition

These new siege engines and siege ammunition each use alchemist's fire (or one of the new variants) to

devastating effect. Additional siege engines can be found on page 99 of the *DUNGEON MASTER'S Guide* and in the vehicles chapter of the *Arms and Equipment Guide*.

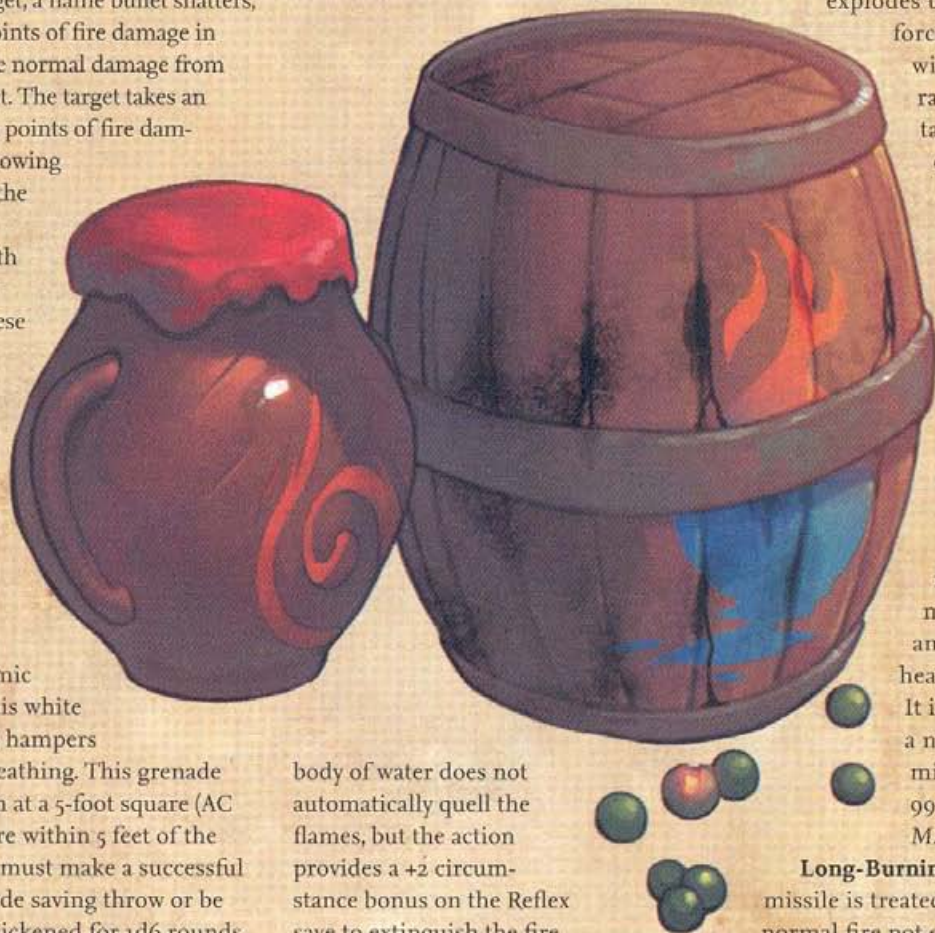
Burning Dust Pot: This missile shatters upon impact covering a 20-foot-radius burst in burning dust (as noted earlier). This ammunition is for heavy catapults only. It is fired just like a normal catapult missile (see page 99 of the *DUNGEON MASTER'S Guide*).

Fire Pot: This is a large ceramic container filled with alchemist's fire and sealed with a metal cap. It explodes upon impact,

forcing all creatures within a 20-foot-radius burst to take 4d6 points of fire damage. A successful DC 15 Reflex save halves this damage. All affected creatures take 2d6 points of damage the following round unless the fire is extinguished (as per normal alchemist's fire). This ammunition is for heavy catapults only. It is fired just like a normal catapult missile (see page 99 of the *DUNGEON MASTER'S Guide*).

Long-Burning Fire Pot: This missile is treated the same as the normal fire pot except that the fire burns for an additional round unless extinguished, dealing another 2d6 points of fire damage. This ammunition is for heavy catapults only. It is fired just like a normal catapult missile (see page 99 of the *DUNGEON MASTER'S Guide*).

Siphon Fire: Similar to the alchemist's fire found in the *Player's*



Siege Engines and Ammunition	Cost	Craft (alchemy) DC	Weight
Burning dust pot	100 gp	25	15 lb.
Fire pot	100 gp	20	20 lb.
Long-burning fire pot	150 gp	25	20 lb.
Siphon fire	100 gp	20	30 lb.
Siphon projector, large	1,500 gp	—	500 lb.
Siphon projector, small	1,000 gp	—	200 lb.
Siphon wet fire	125 gp	20	30 lb.

Handbook, this oil has been formulated to be used in a siphon projector. One barrel of this flammable liquid is enough to fill one large siphon projector once or a small siphon projector three times.

the weapon takes 3 rounds. When spraying wet fire, water is added to the mixture just before it is expelled, ensuring ignition.

The siphon projector is very

ally stationary. Typically moved by a pair of heavy horses, setting up a large siphon projector after it has been moved takes 1 minute.

Siphon Projector, Small: Similar to a large siphon projector, this smaller, more portable weapon relies upon a syringe device mounted atop a cart with a plunger at the rear.

Alchemist's fire or wet fire may be projected in either a 40-foot line or a 20-foot cone, depending upon a setting near the nozzle. Changing the setting is a full-round action. Any creature within the cone or line takes 2d6 points of fire damage (a DC 15 Reflex save results in half damage), and 1d6 points of fire damage on the following round unless the fire is extinguished (DC 15 Reflex save). A full

tube contains enough liquid for three uses. Refueling the weapon is a full-round action. When spraying wet fire, water is added to the mixture just before it is expelled, ensuring ignition.

The small siphon projector is not as vulnerable to fire damage as the large projector. A fire attack might destroy a siphon tube, but it results in only a small explosion, dealing 2d6 points of fire damage to all within a 10-foot burst (DC 13 Reflex save for half damage).

A small siphon projector takes up a space 5 feet by 5 feet and is usually

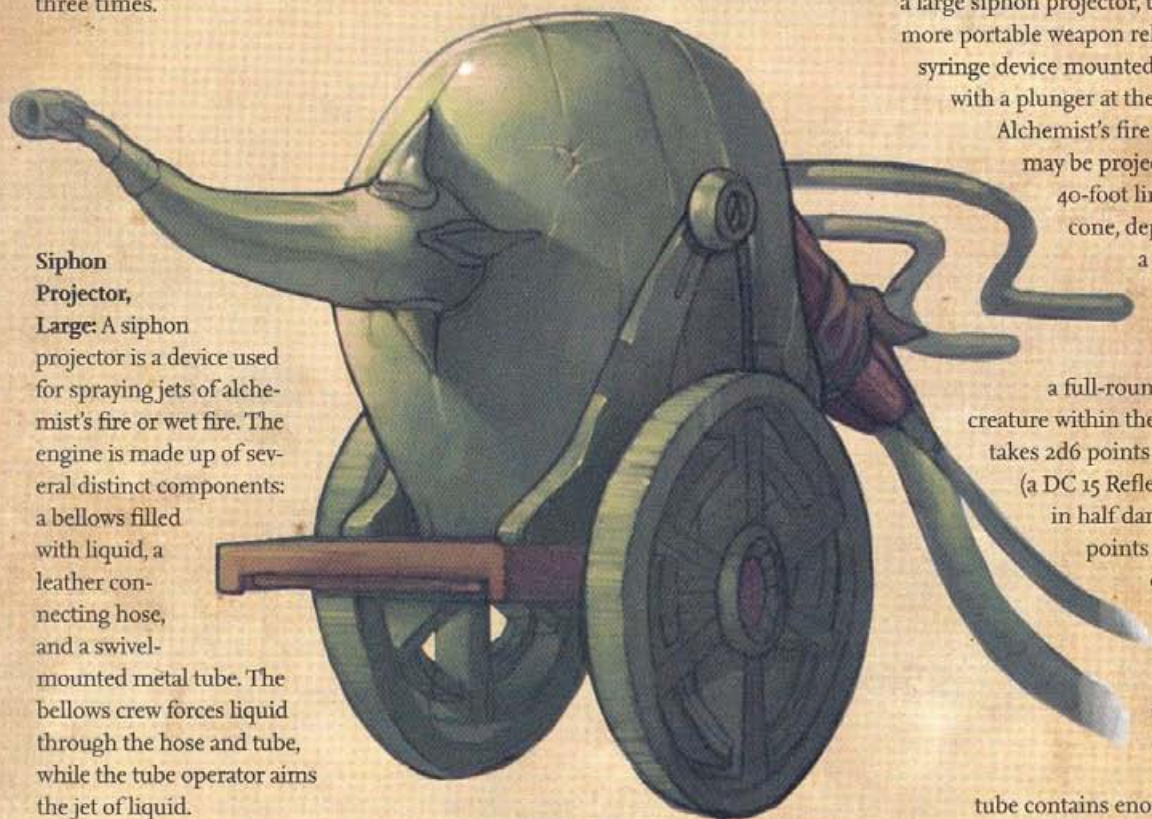
Siphon Projector,

Large: A siphon projector is a device used for spraying jets of alchemist's fire or wet fire. The engine is made up of several distinct components: a bellows filled with liquid, a leather connecting hose, and a swivel-mounted metal tube. The bellows crew forces liquid through the hose and tube, while the tube operator aims the jet of liquid.

Alchemist's fire or wet fire may be projected in either a 60-foot line or a 30-foot cone depending upon a setting near the nozzle. Changing the setting is a full-round action. Any creature within the cone or line takes 4d6 points of fire damage (a DC 15 Reflex save results in half damage), and 2d6 points of fire damage on the following round unless the fire is extinguished (DC 15 Reflex save). A full bellows contains enough liquid for six uses. Refueling

combustible. Whenever a siphon projector is subject to fire damage, it must make a Reflex save (DC 10 + fire damage dealt, save bonus +5) or explode. A siphon projector that explodes deals 2d6 points of fire damage per use of liquid that remains inside to every target in a 20-foot-radius burst. A successful DC 15 Reflex save halves this damage.

A large siphon projector takes up a space 10 feet by 10 feet and is usu-



stationary. Typically moved by a crew of two or a single heavy horse, setting up a small siphon projector after it has been moved takes 5 rounds.

Siphon Wet Fire: Similar to the wet fire presented earlier in this article, this flammable oil is specially prepared for use in a siphon projector. One barrel of this flammable liquid is enough to fill one large siphon projector once or a small siphon projector three times.

New Magic Items

These wondrous items are magically altered versions of alchemist's fire. The flasks of volatile substances are treated exactly as alchemist's fire, except where noted otherwise. Also note that the creators of these wondrous incendiaries cannot simply purchase flasks of alchemist's fire and treat them with the appropriate skills and spells. The alchemist's fire must be infused with magical properties during the manufacturing process, as opening a flask to cast spells on the liquid usually destroys the item.

Flask of Amorphous Fire: This concoction produces an effect similar to a *flaming sphere*. When thrown, a *flask of amorphous fire* burns for 3 rounds, dealing 2d6 points of fire damage per round to any creature subject to a direct hit. Those adjacent to the direct hit take 1 point of fire damage from the splash. This fire can be extinguished in a manner similar to alchemist's fire, requiring a successful DC 18 Reflex save. A *flask of amorphous fire* that misses creates a pool of fire in the square of impact that deals 2d6 points of fire damage to any creature passing through it. A successful DC 18 Reflex save halves this damage.

Faint evocation; CL 3rd; Craft Wondrous Item, *flaming sphere*, creator must have 5 ranks in the Craft (alchemy) skill; Price 500 gp; Weight 1 lb.

Flask of Silken Fire: This insidious substance mixes alchemist's fire with the *web* spell. Upon impact, a *flask of silken fire* immediately explodes in

a large weblike pattern, splattering the area in burning sticky goo. This substance covers a 20-foot-radius burst from the point of impact. Any creature caught in the area of effect takes 2d4 points of fire damage. A successful DC 13 Reflex save halves this damage. In addition, the entire area is considered difficult terrain for 1 round, after which the webbing burns away.

Faint conjuration; CL 3rd; Craft Wondrous Item, *web*, creator must have 5 ranks in the Craft (alchemy) skill; Price 500 gp; Weight 1 lb.

Flask of Smoke Fire: A *flask of smoke fire* produces a cloud of burning black smoke. Targets that suffer a direct hit take 1d6 points of fire damage. Those adjacent to a direct hit take 1 point of fire damage from the splash. Upon impact, a *flask of smoke fire* creates a 20-foot-radius cloud of choking black smoke that lasts 3 rounds. Those inside the cloud take -4 penalties to Strength and Dexterity (DC 13 Fortitude save negates). These penalties last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. All sight, even darkvision, is ineffective in or through the cloud.

Faint transmutation; CL 3rd; Craft Wondrous Item, *pyrotechnics*, creator must have 5 ranks in the Craft (alchemy) skill; Price 500 gp; Weight 1 lb.

Flask of Thunderous Fire: A *flask of thunderous fire* mixes the properties of alchemist's fire with the deafening roar of a *sound burst*. Targets that suffer a direct hit take 1d6 points of fire damage. Those adjacent to a direct hit take 1 point of fire damage from the splash. An exploding flask deals 1d8 points of sonic damage to all creatures within a 10-foot radius. Exposed creatures must also make a successful DC 13 Fortitude saving throw to avoid being stunned for 1 round.

Faint evocation; CL 3rd; Craft Wondrous Item, *sound burst*, creator must have 5 ranks in the Craft (alchemy) skill; Price 500 gp; Weight 1 lb. ■



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CUTTING UP THE DRAGON

USEFUL BITS FROM FORMIDABLE FOES

Having slain the mighty dragon, whose body now lays in the middle of the town square, the mayor and other town elders shower you with parties and lavish gifts for your heroic deeds. The next morning they make one final request before you move on to your next adventure: They would like you to get rid of the corpse before it fouls up the town.

Usually, disposing of the slain is handled off scene. Digging a grave is not the work of adventurers, unless there is some benefit to be gained. While most adventurers know of dragonhide armor, few ever dream of a boat made from dragon bones or an elixir of dragon blood. This article explores optional rules covering some of the many uses for a dead wyrm, including dragoncraft items and new power components.

DRAGONCRAFT ITEMS

Dragoncraft items are nonmagical items made from the bodies of true dragons. Fashioning such items requires the



Dragoncrafter feat (see sidebar) and an appropriate DC 25 Craft skill check. As with all such Craft checks, failing by 5 or more ruins your raw materials. All prices listed here represent the cost to purchase a finished item and help you determine the crafting time for the item. See page 116 of the *Draconomicon* for more information and options for dragoncraft items.

Most dragons die as the result of a ferocious battle, so sometimes little remains to be used in the creation of dragoncraft items. Many a dragon hunter (barely) survives a fight with such a formidable beast only to discover that the body part he so

desperately wanted was destroyed during the battle. The DM should determine whether or not a particular body part survived. Unless *disintegrated*, at least some parts of the dragon should remain intact.



In addition, those wishing to make good use of a dead dragon must succeed at a Survival check. This represents harvesting your kill in the wild. The DC and time required for this check varies depending upon the part to be harvested, as noted in the following descriptions. Failing a Survival check by 5 or more means you have rendered the part useless. All Survival checks assume the work is done within an hour of the dragon's death. A -2 penalty applies on all Survival checks made after the first hour, with an additional -2 penalty per day after that. Spells such as *gentle repose* can greatly extend the amount of time before the beast begins to rot and these penalties accrue.

Dragonbone Boat: The bones and skull of a size Large or larger

dragon can be used to construct the framing for a boat. Such construction also requires almost all the scales and both wings of the dragon. Making a boat leaves nothing available to make a suit of dragonhide armor, shield, or any other dragoncraft item with the following exceptions: The blood, fundamentum, heart, and vocal cords can all be harvested from a dragon without ruining the parts needed to create a boat. Harvesting a dragon for this purpose takes a minimum of 2 hours, with an additional 2 hours for each size category of the dragon greater than Large. The bones and scales of a Large or Huge dragon require a DC 20 Survival check to harvest. The same task performed on a Gargantuan or Colossal dragon requires a DC 25 Survival check.

The DM might rule that a dragon carcass is unsuitable for use in creating a dragonbone boat of the usual size due to the damage dealt to the creature in combat. This damage might reduce the largest size of boat that can be made from the carcass. All boats made from dragon bones and scales have hardness 10 and energy resistance 10 against the element the dragon was immune to. This provides no bonus to anyone in the boat unless the boat provides total cover. The overall hit point total for any given section of the boat increases by 50%. See the keelboat statistics on page 52 of the *Arms and Equipment Guide*.

Crafting a boat made from dragon parts requires a DC 25 Craft (ship-making) check. A Craft (shipmaking) check failed by 5 or more destroys enough material that you must treat the dragon's body as one size category smaller for the purposes of what size boat can be created. The cost of the carcass represents one-third the final cost of the boat. Any remaining cost represents additional raw materials needed to complete the item.

Dragon Size	Boat Size	Capacity/Cargo	Cost	Speed
Large	Rowboat	3 Medium creatures/1,000 lb.	8,000 gp	2 mph
Huge	Scully Boat	8 Medium creatures/2 tons	15,000 gp	1.5 mph
Gargantuan	Knarr	20 Medium creatures/9 tons	30,000 gp	1 mph
Colossal	Keelboat	40 Medium creatures/40 tons	60,000 gp	1 mph



DRAGONBONE BOAT ENHANCEMENTS

Frequently, dragonbone boats include numerous enhancements. Additional powers must be added by a spellcaster who meets the prerequisites. Note that due to the special materials needed to create these enhancements, crafters pay only half the normal XP cost for adding these enhancements to a dragonbone boat.

Elemental Breath: Once per day, the dragonbone boat can use a breath weapon at the command of the boat's pilot. This breath originates from the skull of the dragon but can be aimed in any direction from that point. The type of breath weapon and spell required to create this enhancement is noted on the following chart.

Dragon Type	Breath Weapon	Requirement
Black	80 ft. line of acid	<i>Melf's acid arrow</i>
Blue	80 ft. line of electricity	<i>lightning bolt</i>
Green	40 ft. cone of acid	<i>acid fog</i>
Red	40 ft. cone of fire	<i>fireball</i>
White	40 ft. cone of cold	<i>cone of cold</i>
Brass	80 ft. line of fire	<i>scorching ray</i>
Bronze	80 ft. line of electricity	<i>lightning bolt</i>
Copper	80 ft. line of acid	<i>Melf's acid arrow</i>
Gold	40 ft. cone of fire	<i>fireball</i>
Silver	40 ft. cone of cold	<i>cone of cold</i>

This breath weapon deals 10d6 points of damage and allows a DC 17 Reflex save for half damage.

Moderate evocation or conjuration; CL 10th; Craft Wondrous Item, varies; Price +16,000 gp.

Enhanced Vision: An aura of draconic alertness surrounds the skull of the dragonbone boat. Anyone standing at the prow near the dragon's head receives a +10 competence bonus on Spot checks.

Faint divination; CL 3rd; Craft Wondrous Item, *clairaudience/clairvoyance*; Price +10,000 gp.

Speed Sails: The natural draconic skill at travelling in a variety of environments lingers within these sails. A dragonbone boat built with this enhancement travels on water at twice the listed speed for a boat of its size.

Moderate transmutation; CL 5th; Craft Wondrous Item, *gust of wind*; Price +12,000 gp.

Soar Sails: A dragonbone boat equipped with these special sails can actually leave the water behind and fly through the sky. Boats built with soar sails have a fly speed of 60 feet (poor). These boats are often equipped with small feet along the keel, allowing them to set down on dry land without tipping over. The price of this enhancement depends upon the size of the dragonbone boat.

Moderate transmutation; CL 9th; Craft Wondrous Item, *overland flight*; Price varies (see the following chart).

Boat Size	Enhancement Cost
Row Boat	+12,000 gp
Scully Boat	+30,000 gp
Knarr	+56,000 gp
Keel Boat	+90,000 gp

Dragoncraft Price: varies; *Dragon Parts:* dragon bones, dragon hide, dragon wings; *Skill:* Craft (shipmaking); *Weight:* same as ordinary boat of the same type.

Dragonclaw Gauntlet: A dragon's claws are sharp and deadly, but the damage done by a single claw is often negligible. However, enterprising dragoncrafters have found a way to use the entire foot as a weapon. Hollowed out and fitted with a special grip and straps, a dragonclaw gauntlet is an exotic one-handed melee weapon of a size equal to the dragon from which the foot was harvested. Such a weapon deals 1d4 points of slashing damage if from a Small dragon and 1d6 points of slashing damage if from a Medium dragon, and has a $\times 2$ critical multiplier. Harvesting a claw for this purpose requires 1 hour and a successful DC 15 Survival check. Druids are proficient with this weapon.

You can also use dragonclaw gauntlets to make trip attacks. If you are tripped during your own trip attempt, you can drop the dragonclaw gauntlet to avoid being tripped. While wearing a dragonclaw gauntlet, you receive a +2 circumstance bonus on Climb checks. Dragonclaw gauntlets are always masterwork weapons and the masterwork cost is included in the price.

Dragoncraft Price: 450 gp; *Dragon Part:* dragon claw; *Skill:* Craft (weapon-smith); *Weight:* 1 lb.

Dragonskull of Vigilance: A dragon's skull is used in the construction of a special helmet known as a dragonskull of vigilance. The skull must be from a dragon at least two sizes larger than the intended user. Anyone wearing a dragonskull of vigilance is immune to magical sleep and paralysis effects. Harvesting the skull requires 1 hour of work and a DC 15 Survival check.

Dragoncraft Price: 12,000 gp; *Dragon Part:* dragon skull; *Skill:* Craft (armor-smith); *Weight:* 3 lb.

Dragonsong Instruments: The vocal chords of dragons, if properly treated, aid in bardic music. This requires a full set to be removed and



DRAGONCRAFTER (GENERAL)

You can make special weapons, armor, and other items using parts of dragons as materials.

Prerequisite: Knowledge (arcane) 2 ranks.

Benefit: You can create any dragoncraft item whose prerequisites you meet. Creating a dragoncraft item follows the normal rules for the Craft skill (see page 70 of the *Player's Handbook*).

This feat originally appeared in the *Draconomicon*. See that book for more dragoncraft items.

used as part of a string instrument, such as a fiddle, harp, lute, or mandolin. The effect granted depends upon the size of the dragon and only applies to bardic music performed using a string instrument. An instrument can only gain one of the following traits.

Removing vocal cords for this purpose requires 1 hour of work and a DC

20 Survival check. If you fail the Craft (musical instrument) check by more than 5 you damage the material, forcing you to treat the dragon as one size category smaller for the purpose of what traits the vocal cords grant. If the dragon was size Small or smaller, the vocal cords are entirely ruined by a failed check.

Deeper Fascinate: A string instrument with this trait requires the vocal cords

of a size Large or larger dragon. A bard playing a dragonsong instrument with this trait gains a +2 competence bonus on Perform checks made to use the *fascinate* ability.

Dragoncraft Price: cost of the masterwork instrument +600 gp; **Dragon Part:** dragon vocal cords (size Large or larger); **Skill:** Craft (musical instrument); **Weight:** as the instrument.

Extended Courage: Vocal cords of any size can be used to extend the inspire courage form of bardic music. This trait extends the amount of time the effect lasts to 8 rounds after the bard ceases playing.

Dragoncraft Price: cost of the masterwork instrument +400 gp; **Dragon Part:** dragon vocal cords (any size); **Skill:** Craft (musical instrument); **Weight:** as the instrument.

Greater Suggestion: Using the vocal cords of a size Huge or larger dragon, a dragonsong instrument with this trait makes its wielder seem more trustworthy. A bard using the *suggestion* or *mass suggestion* ability while playing a dragonsong instrument with this trait increases the DC to save against these abilities by +2.

Dragoncraft Price: cost of the masterwork instrument +2,600 gp; **Dragon Part:** dragon vocal cords (size Huge or larger); **Skill:** Craft (musical instrument); **Weight:** as the instrument.

Improved Countersong: The vocal cords of a size Medium or larger dragon can be used to craft a string instrument that increases the power of a bard's countersong bardic music ability. A bard playing a dragonsong instrument with this trait gains a +4 competence bonus on Perform checks made to use the countersong ability.

Dragoncraft Price: cost of the masterwork instrument +1,000 gp; **Dragon Part:** dragon vocal cords (size Medium or larger); **Skill:** Craft (musical instrument); **Weight:** as the instrument.

True Heroics: Using the vocal cords of a size Gargantuan or Colossal dragon, a dragonsong instrument with this trait can bring out the true heart of a hero in those who listen to its deep, resounding notes. A bard playing a dragonsong instrument with this trait while using the inspire heroics ability can affect one additional target and grant a +5 morale bonus on saving throws and a +5 dodge bonus to AC, instead of the usual +4.

Dragoncraft Price: cost of the masterwork instrument +18,000 gp; **Dragon Part:** dragon vocal cords (size Gargantuan or larger); **Weight:** as the instrument.

Eggshell Metal: When dragons hatch, they eat their eggshells. If present for the hatching, a character can easily recover most of the eggshell so long as he deals with the baby dragon. Harvesting dragon eggshell does

not require a Survival check and only takes a full-round action to pick up the pieces. While an eggshell fragment is brittle (Hardness 1, 1 hp), it is immune to the same energy type the dragon is (fire, cold, sonic, electrical, or acid). Shells from a red dragon can be placed in the hottest fire and take no damage. As such, they make fine pots and bowls.

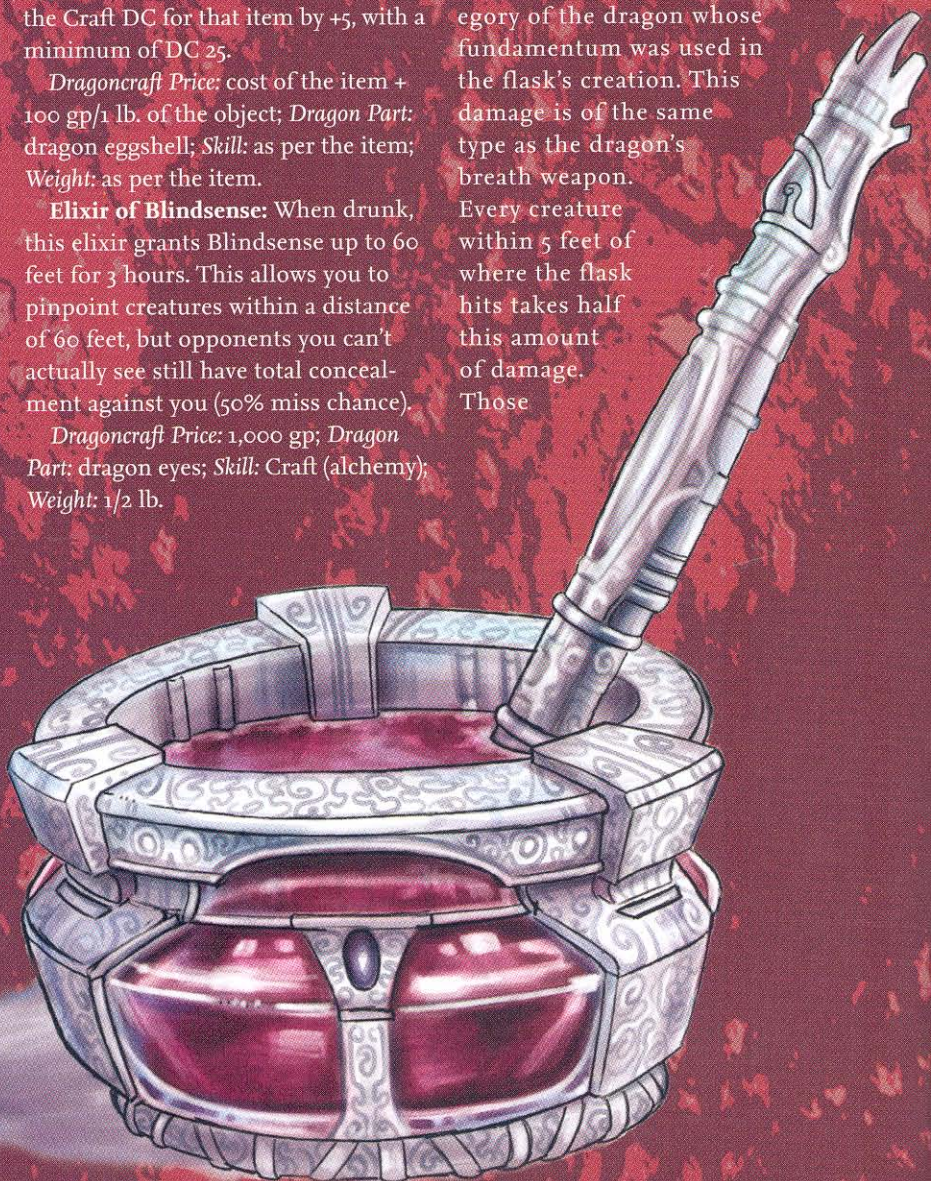
Crumbled dragon eggshells, when added to any metal during the forging process, grants the finished product energy resistance 5 against the appropriate element. This protection does not extend to the item's wielder, unless the item grants total cover. Only one type of eggshell can be mixed into a given metal item. Adding eggshell to a metal object increases the Craft DC for that item by +5, with a minimum of DC 25.

Dragoncraft Price: cost of the item + 100 gp/1 lb. of the object; **Dragon Part:** dragon eggshell; **Skill:** as per the item; **Weight:** as per the item.

Elixir of Blindsight: When drunk, this elixir grants Blindsight up to 60 feet for 3 hours. This allows you to pinpoint creatures within a distance of 60 feet, but opponents you can't actually see still have total concealment against you (50% miss chance).

Dragoncraft Price: 1,000 gp; **Dragon Part:** dragon eyes; **Skill:** Craft (alchemy); **Weight:** 1/2 lb.

Fundamentum Flask: Near the heart of all true dragons is a gland responsible for the beast's mighty breath weapon called the draconis fundamentum. Those skilled at dragoncraft can use this gland to create an explosive flask full of the wyrm's deadly breath. After alchemical treatment, the essence of the fundamentum is kept in a glass flask sealed with a metal stopper. You can throw a fundamentum flask as a splash weapon (see Thrown Splash Weapon on page 158 of the *Player's Handbook*). Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d6 points of damage per age category of the dragon whose fundamentum was used in the flask's creation. This damage is of the same type as the dragon's breath weapon. Every creature within 5 feet of where the flask hits takes half this amount of damage. Those





DRAGON POWER COMPONENTS

Spell	Dragon Part	XP Value	Market Price
<i>Atonement</i> (evil or neutral caster)	Heart of an old evil dragon	500	2,500 gp
<i>Atonement</i> (good or neutral caster)	Heart of an old good dragon	500	2,500 gp
<i>Awaken</i>	Tongue of an old green dragon	250	1,250 gp
<i>Limited wish</i>	Heart of a very old red dragon	300	1,500 gp
<i>Permanency</i>			
<i>Gust of wind</i>	Tongue of an adult white dragon	1,500	7,500 gp
<i>Magic fang, greater</i>	Fangs of a very old black dragon	1,500	7,500 gp
<i>Prismatic sphere</i>	Skull of a prismatic dragon ¹	4,500	22,500 gp
<i>See invisible</i>	Eyes of a mature adult dragon	1,000	5,000 gp
<i>Vision</i>	Brain of an adult dragon	100	500 gp
<i>Wish</i>	Heart of a wyrmling gold dragon	5,000	25,000 gp

Magic Item	Dragon Part	XP Value	Market Price
<i>Armor of acid resistance</i> (any)	Egg shell of a black, copper, or green dragon	200 ²	1,000 gp
<i>Armor of cold resistance</i> (any)	Egg shell of a silver or white dragon	200 ²	1,000 gp
<i>Armor of electricity resistance</i> (any)	Egg shell of a blue or bronze dragon	200 ²	1,000 gp
<i>Armor of fire resistance</i> (any)	Egg shell of a brass, gold, or red dragon	200 ²	1,000 gp
<i>Armor of invulnerability</i>	Scales of a dragon with DR	600	3,000 gp
<i>Banded mail of luck</i>	Chest scales of an adult bronze dragon	756	3,780 gp
<i>Intelligent magic items</i> ³	Brain of an adult dragon	400	2,000 gp
<i>Elixir of fire breath</i>	Tooth of a dragon with a fire breath weapon	44	220 gp
<i>Flame tongue</i>	Tongue of an adult red dragon	829	4,145 gp
<i>Frost brand</i>	Heart of an ancient white dragon	2,179	10,895 gp
<i>Ring of djinni calling</i>	Heart of a great wyrmling brass dragon	5,000	25,000 gp
<i>Ring of major energy resistance</i>	Blood of an adult dragon	1,120	5,600 gp
<i>Rod of rulership</i>	Feet of a mature adult gold dragon	2,400	12,000 gp
<i>Staff of earth and stone</i>	Spine of a great wyrmling copper dragon	3,220	16,100 gp
<i>Staff of frost</i>	Jaw bone of a wyrmling white dragon	2,250	11,250 gp
<i>Staff of power</i>	Horn of an adult force dragon ¹	8,440	42,200 gp
<i>Wand of bless</i>	Horn of a juvenile gold dragon	30	150 gp
<i>Wand of fireball</i>	Horn of an old red dragon	450	2,250 gp
<i>Wand of fog cloud</i>	Horn of an adult bronze dragon	180	900 gp
<i>Wand of hold person</i>	Horn of an adult silver dragon	180	900 gp
<i>Wand of ice storm</i>	Horn of an ancient white dragon	840	4,200 gp
<i>Wand of melf's acid arrow</i>	Horn of an adult black dragon	180	900 gp
<i>Wand of lightning bolt</i>	Horn of an old blue dragon	450	2,250 gp
<i>Wand of sleep</i>	Horn of a juvenile brass dragon	30	150 gp
<i>Wand of slow</i>	Horn of an old copper dragon	450	2,250 gp
<i>Wand of stinking cloud</i>	Horn of an old green dragon	450	2,250 gp

¹ This dragon appears in the *Epic Level Handbook*.

² You may use more than one complete shell to offset the XP cost of this item, but all shells must come from the same kind of dragon.

³ The brain of an adult dragon can be used to offset the XP cost of the base price modifier and any powers shared by the dragon whose brain was used. Note that the item cannot possess any mental ability scores higher than that of the dragon whose brain was used and the alignment of the item always matches that of the dragon.



hit by this explosion receive a DC 16 Reflex save for half damage. Harvesting a fundamentum for this purpose requires 2 hours and a DC 25 Survival check. Failing this check by 5 or more results in the destruction of the fundamentum and exposes those attempting the check to the full force of the dragon's breath weapon as if the dragon were still alive (a save still applies to avoid half this damage or negate the effect).

Dragoncraft Price: 50 gp per age category of the dragon; **Dragon Part:** dragon fundamentum; **Skill:** Craft (alchemy); **Weight:** 1 lb.

Marrow Salve: Using the bone marrow of a young adult or older dragon, a skilled alchemist can create a single dose of salve that removes disease as per the spell of the same name. Unfortunately, this salve is also poisonous. As an ingested poison, the salve's initial

damage is 1d3 Con and secondary is 1d3 Con. A DC 14 Fortitude save negates this damage.


Dragoncraft Price: 500 gp; **Dragon Part:** dragon bones; **Skill:** Craft (alchemy); **Weight:** 1/2 lb.

Wyrmblood Ink: Dragon blood can be prepared for use as ink. Often stored in crystalline inkwells, users of such rare ink also covet dragon leather parchments and specially etched dragon talon pens, claiming that the great sages of old only wrote with such tools.

When using wyrmblood ink to scribe a scroll or add a spell to a spellbook, it takes half the normal amount of time to write. This does not affect the gp or XP cost needed to complete the work. One vial of this ink can be used on a total of nine levels worth of spells. One vial of wyrmblood ink can be created for each size category of the dragon above Small.

Dragoncraft Price: 100 gp; **Dragon Part:** dragon blood; **Skill:** Craft (alchemy); **Weight:** 1/2 lb.

POWER COMPONENTS

Power components are body parts used to reduce the XP cost of making magic items and casting certain spells. The inherent power dragons possess make many of their body parts suitable for just such a purpose. See the chart, Dragon Power Components, on the previous page for a complete listing of the most sought after draconic organs and appendages. For more information on power components, see the article "Eye of Newt and Toe of Frog, Using Power Components" in *DRAGON* #317, and the power component rules variant on page 36 of the *DUNGEON MASTER's Guide*. 



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